

THE BEST-SELLING INDEPENDENT PLAYSTATION 2 MAGAZINE

PS2

■ PLAYSTATION WORLD ■ □□□□□□□□

■ ISSUE #042 ■ £3.99 V

ÜBER EXCLUSIVE!

SSX3

**BIGGER AND BETTER THAN SSX TRICKY!
SEE THE MOST EXTREME SPORTS GAME EVER!**



PLUS:

- SPY HUNTER 2 ■ ALIAS
- SYPHON FILTER 3
- COLIN MCRAE RALLY 04
- TRUE CRIME: STREETS OF LA
- SOUL CALIBUR 2 AND MORE!

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS BIG logo and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. Def Jam and Def Jam VENDETTA and all associated logos and marks are used under license from DUB Holdings, LLC and The Island Def Jam Music Group, a division of UMG Recordings, Inc. "PlayStation" and the PS Family logos are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the NINTENDO GAMECUBE LOGO are trademarks of NINTENDO. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

VENDETTA

GET YA CREW TOGETHER. SHARPEN YA KNUCKLES AND HEAD ON DOWN.
START AS THE UNDERDOG IN THE UNDERWORLD AND BRAWL YOUR WAY TO POWER.

PlayStation 2



TAKE ON DEF JAM STARS LIKE DMX, LUDACRIS AND REDMAN
TO A PUMPING DEF JAM SOUNDTRACK.

RULES ARE FOR FOOLS. THIS IS ABOUT EARNING RESPECT,
THE HARD WAY.
AND THIS AINT LEGAL, SO KEEP IT LOCKED.

PlayStation®2





defjamvendetta.co.uk

THE LEGEND OF
ZELDA[®]
the wind waker[™]

"GameCube's crowning glory
is one of the finest
video games ever created."
NOM 10/10.

"Perfect. Gaming elevated to the form of fine art.
A masterful achievement
from the greatest game designer working today."
Gamesmaster 97%.

"This is why we play Nintendo.
The Wind Waker is an utter delight for both the mind
and the senses to wallow in."
NGC 96%.



LIMITED EDITION **GAME SET**

INCLUDES BONUS DISC
FEATURING

**THE LEGEND OF ZELDA:
OCARINA OF TIME**
AND NEVER BEFORE RELEASED
MASTER QUEST

STRICTLY WHILE STOCKS LAST

PSW CONTENTS

ISSUE 42

WORLD FIRST REVIEW!

070

SILENT HILL 3

Time was, all a girl had to worry about was 'feminine hygiene'.

028

SSX3: OUT OF BOUNDS

Your first look anywhere at one of this year's top sequels.

FIRST LOOK!



060 EYETOY: PLAY Here it is: proof that Robins blows. The world's oddest game.



040 JAK II "It's, like, much darker, yah? Edgy." But actually quite good.

GLOBAL

- 010 COLIN MCRAE RALLY 04
- 012 SPYHUNTER 2
- 013 MEDAL OF HONOR RISING SUN
- 014 ICE NINE
- 016 THE HOBBIT
- 017 NBA JAM
- 021 FIFA 2004
- 023 LMA MANAGER 2004

PREVIEWS

- 028 SSX3: OUT OF BOUNDS
- 036 ALIAS
- 040 JAK II: RENEGADE
- 042 GHOSTHUNTER
- 044 THE X-FILES: RESIST OR SERVE
- 046 TRUE CRIME: STREETS OF LA
- 048 SYPHON FILTER: THE OMEGA STRAIN
- 050 CLUB FOOTBALL
- 052 BROKEN SWORD: THE SLEEPING DRAGON
- 054 FIRE WARRIOR
- 058 PREVIEW UPDATE

REVIEWS

- 070 SILENT HILL 3
- 076 X-MEN 2: WOLVERINE'S REVENGE
- 078 SOCOM: NAVY SEALS

- 080 BLACK AND BRUISED
- 082 CHOPLIFTER
- 083 SMASH CARS
- 084 DANCING STAGE MEGAMIX
- 086 SOUL CALIBUR 2
- 092 DARK CLOUD 2
- 094 ARMORED CORE 3
- 095 BLOOD RAYNE

FEATURES

- 060 EYETOY: PLAY
- 064 ROUGH GUIDE TO ONLINE GAMING

SOLUTIONS

- 097 PRIMAL
- 106 MINI TIPS

BROWSER

- 112 DVD RELEASES
- 116 BACK ISSUES
- 118 FORWARD PLANNER
- 122 GROUP TEST
- 124 UPGRADE
- 128 ESSENTIAL 50
- 129 NEXT MONTH
- 130 TOP TEN



86 SOUL CALIBUR 2 Old men in platforms - now that's quality gaming! What?

GAME INDEX

FOR ANTI-BROWSERS — GET STUCK INTO THE MEAT OF THE ISSUE.

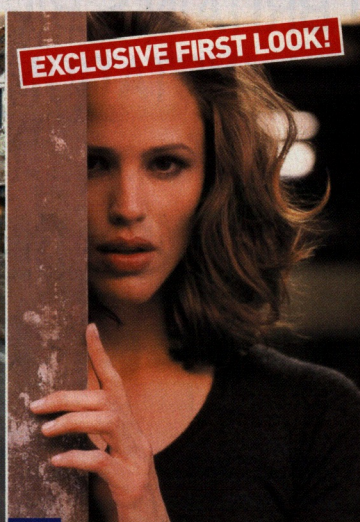
Alias	36
Armored Core 3	94
Black and Bruised	80
Blood Rayne	95
Broken Sword: The Sleeping Dragon	52
ChopLifter	82
Club Football	50
Colin McRae Rally 04	10
Dancing Stage MegaMix	84
Dark Chronicle	92
Enter the Matrix	58
Eyetoy: Play	60
FIFA 2004	21
Fire Warrior	56
GhostHunter	42
Gladiator: Sword of Vengeance	23
Ice Nine	14
Jak II: Renegade	40
LMA 2004	23
Mace Griffin Bounty Hunter	59
Medal of Honor Rising Sun	13
NARC	12
NBA Jam	17
Pop Idol	17
Primal	97
Resident Evil Code: Veronica X	120
Silent Hill 3	70, 120
Smash Cars	83
SOCOM: Navy SEALs	78
Soul Calibur 2	86
SpyHunter 2	12
SSX3: Out of Bounds	28
Syphon Filter: The Omega Strain	48
The Hobbit	16
The Hulk	59
The Thing	120
The X-Files: Resist or Serve	44
True Crime: Streets of LA	46
X-Men 2: Wolverine's Revenge	76

EXCLUSIVE FIRST SCREENS!

EXCLUSIVE FIRST LOOK!



012 SPYHUNTER 2 "Okay, go hide, I'll count to ten and come and find you. In my transforming mega-wagon."



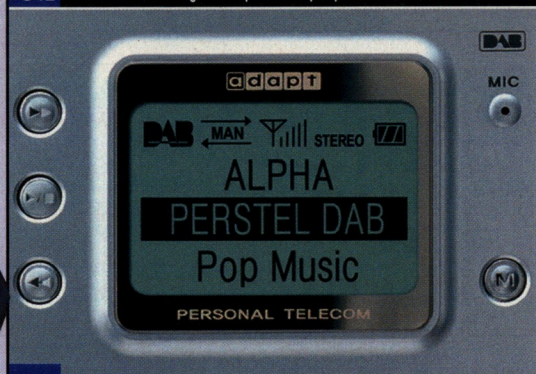
036 ALIAS Jennifer Garner goes digital. All the info.



042 GHOST HUNTER Sony's new spook 'em up explored to the outer limits.



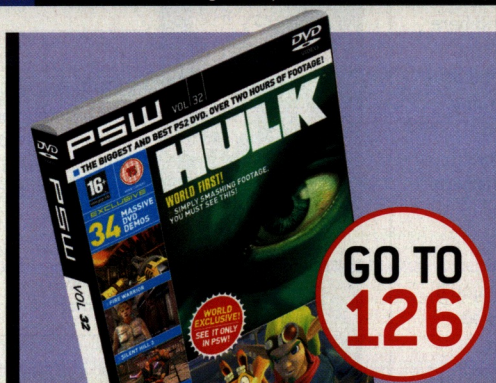
112 DIE ANOTHER DAY There's a gurn/burn pun to be had here, we're sure of it.



124 UPGRADE Why? Because 'Upgrade' sounds better than 'Shiny Gadget Page'.

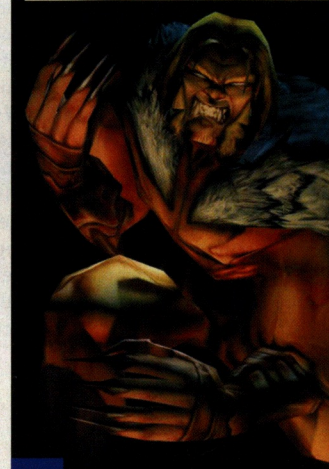


120 GROUP TEST This month, it's the monsters of shock in our survival horror test.



ON YOUR DVD

WE HAVE SUCH SIGHTS TO SHOW YOU. THE HULK. JAK II. STUNNING FOOTAGE OF ALIAS. SPECIAL FEATURES OF ALL MANNER OF PRAISEWORTHY TITLES INCLUDING SOUL CALIBUR 2. AND PERHAPS MOST AWESOMELY, OURSELVES LOOKING POSITIVELY TWATTISH PLAYING EYETOY. OUR AWESOME DVD IS DISSECTED ON PAGE 126.

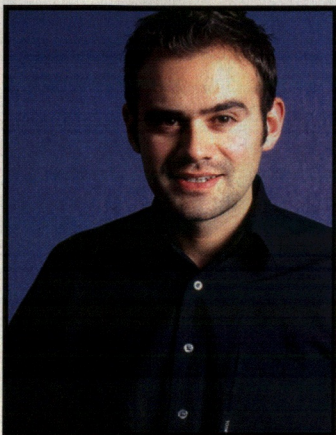


76 X-MEN 2 Don't be so bloody beastly, man!

"WELCOME TO BRITAIN'S BIGGEST-SELLING INDEPENDENT PLAYSTATION2 MAGAZINE"

Editor's Letter

It's getting hot in here, so take off both your socks.



With 15 guys and not a single doll, the PSW office is a place of intense sexual frustration, particularly in the current 'sweating' season. I can only liken the atmosphere approaching our deadline to that of a Turkish prison block; you drop your joypad around here and you're lucky if you make it to the door without being on the sharp end of an honest to goodness bully-ramming.

The upside to suffering so many forceful downsides is that PSW has enjoyed a month of unrivalled creativity. We hate daylight, and the increase in the brightness Out There has only encouraged us to spend more time working on the mag. Which is why you'll notice a number of minor changes as you leaf through issue 42. Nothing major, I grant you, just a light sprinkling of new columns and redesigned pages.

Even though the results of our recent survey suggest that you're still just as devoted to us as we are to you, we're determined to keep PSW fresh and exciting. Bingo women keep their relationships alive by cooking steak dinners for their men and dressing up like Bet Lynch. We can do it that way if you like, but we'd really rather not.

Enjoy the issue!

Lee Nutter
Editor

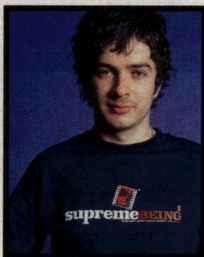
Meet the team

Perspiring like old people's feet to bring you paper happiness.



Richard Melville
Deputy Editor

More thug lovin' for Harrow's original hamster gangster this month, who ended up snogging a foxy broad on the night bus to Theydon Bois. The rest of the team, each locked into relationships without get-out clauses, can only look on longingly, while secretly hoping he'll contract a minor sexually transmitted disease soon.



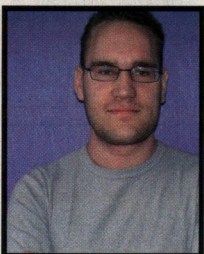
Jon Brown
Features Editor

Concerned at the lack of decent catchphrases currently in circulation, Jon has spent the month attempting to revive the cod-African war cry 'Awoogah!', favoured by both John 'Gladiators' Fashanu and Craig 'Robot Wars' Charles. When that's done, he'll set to work on reviving the once-popular nickname 'Dr Chumpenstein.'



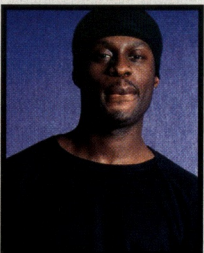
Mark Robins
Staff Writer

Mark once worked on hospital radio, DJing under the handle Rockin' Robins. His four-month tenure burst like a hemorrhoid one evening when he drank an entire bottle of absinthe on air and proceeded to play the 16-minute live version of *The End* by The Doors, dedicating it to "all his dead-ass bitches on the Winchester Ward".



Joff Brown
Staff Writer

In case it's escaped your attention, Joff's photo is of a slightly lesser quality than everyone else's. This in no way reflects his standing within the magazine. What does reflect his standing within the magazine is that Lee forces him to give visiting bigwigs piggybacks and rubdowns every lunchtime before he allows him to eat.



Curtis Phillips-Cozier
Art Editor

Curtis has surprisingly large hands. That's all we've learnt about our Art Editor this month, which makes the task of filling this space slightly harder than it should be. The standard practice on PSW when faced with an expanse of empty page is to waffle on about nothing until we've stuffed the hole full of words. Et voila!

EDITORIAL

EDITOR

Lee Nutter

ART EDITOR

Curtis Phillips-Cozier

DEPUTY EDITOR

Richard Melville

FEATURES EDITOR

Jon Brown

STAFF WRITERS

Mark Robins, Joff Brown

DESIGNER

Neil Smith

PICTURE EDITOR

Paul Brandist

CHIEF SUB EDITOR

Ken Campbell

SUB EDITORS

Simon Singleton

Marianne Smedley

MANAGEMENT

EDITOR-IN-CHIEF

Richard Leadbetter

CREATIVE DIRECTOR

Gary Harrod

COMMERCIAL DIRECTOR

Nigel Taylor

ntaylor@computecmedia.co.uk

SALES MANAGER

Ian Manson

Imanson@computecmedia.co.uk

FINANCE MANAGER

Susan Wall

MANAGING DIRECTOR

Marc Swallow

CONTACT

PSW, Computec Media
55 Lowlands Road
Harrow-on-the-Hill
Middlesex HA1 3AW
Tel: 07000 785862

PRINTERS

Obendorfer Druckerei

DISTRIBUTORS

MarketForce (UK) Ltd
Kings Reach Tower, Stamford
Street, London SE1 9LS
Tel: 0207 633 3544

PSW Competition Rules Unless otherwise stated, correct entries will be entered into a prize draw and the winner selected at random after the closing date (40 days after publication). The editor's decision is final. No correspondence will be entered into and the winner will be notified by post. Competitions are not open to employees of Computec Media nor the sponsors of the respective competitions. Only one entry per household. No cash alternative will be offered. Submission of entry will be taken as acceptance of the rules. No purchase necessary.

DISCLAIMER: We take care to ensure the accuracy of the information in this magazine, but Computec Media cannot be held responsible for omissions, errors, misprints or mistakes that may occur. All copyrights recognised. PSW is an independent PlayStation magazine and is not licensed by the Sony Corporation. 'PlayStation' is a trademark of Sony Computer Entertainment Inc. © 2002 Computec Media. ISSN 1468-7240

ABC Member of the Audit Bureau of Circulation.

COMPUTEC MEDIA

KONAMI

PlayStation 2

SILENT HILL 3

SILENT HILL 3

KONAMI® is a registered trademark of KONAMI CORPORATION. ©1998-2003 Konami Computer Entertainment Tokyo. All Rights Reserved. SILENT HILL® is a registered trademark of Konami Computer Entertainment Tokyo, Inc. "P" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

PlayStation 2

GLOBAL

HERE'S MUD IN YOUR EYE...

GLOBAL this month...

- | | |
|----|--------------------|
| 12 | Spy Hunter 2 |
| 13 | Army man speaks! |
| 14 | EyeToy taken apart |
| 16 | The Hobbit |
| 17 | Pop Idol on PS2 |
| 20 | Gaming injuries |

INSIDE INFO

HELLO COLIN, GOTTA NEW MOTOR?

McRAE LOSES HIS FOCUS... AND FINDS A CITROEN! IT'S COLIN McRAE RALLY 04!

COLIN McRAE RALLY 04 IS ON THE WAY, AND something's changed – it's no longer the hardcore rally beast that was *Colin McRae Rally 3*. Instead of playing through the Scotsman's entire three years as part of one team, you'll be able to select cars and drivers from the off, as well as being able to play different courses and even individual stages. "It's the perfect complement to *Colin 3*," revealed our Codemasters insider. "*Colin 04* is about rally video gaming – it opens the whole experience up again. In fact, it's structured much more like *Colin 2.0* on PSone than *Colin 3*."

The new title will contain a whole garage-full of new features, including new single and multiplayer challenges and updated courses. Most intriguing are the new car part testing challenges. In between races, you'll get the option to take part in mini-games that sound a bit like the *Gran Turismo 3* licence tests. Beat the challenges, and you'll unlock gleaming new car parts for your motor.

RIGHT ON TRACK

The sequel to the best-loved rally game of all time will sport better graphics than before, but if they can top the eye-orgasm that was rival rally game *World Rally Championship II: Extreme*, we'll be very impressed. "We've already got the car modelling spot-on, working with the vehicle manufacturers," PSW was told. "But the game will look a lot richer this time around, because of the extra visual work that's been done on the environments. It's all in the details: trackside grass waving as you go past, sunlight through trees. And of course, it'll all run as smoothly as ever."

We were a little disappointed by the multiplayer mode in *Colin 3*, but that's all set to change as well. "You're not going to have six cars on the track bumping into each other – that's not what the *Colin McRae* series is all about – but there will be split-screen ghost-car racing. It's one of the most asked-for features." Two players will share the screen, with up to four players alternating to match times.

ALL THE WORLD'S A STAGE

Rest assured Codemasters hasn't forgotten the hardcore players. An all-new Expert mode ensures the very highest level of challenge. Our insider explained: "Expert mode is effectively an ultra-hardcore rally drive with tough damage settings. Very competitive computer drivers will be setting the toughest times. You've got to know how to keep right on the edge of control." Then there's the custom rally mode, in which you can stick together stages from different courses across the world to create the ultimate rally track.

It's been a busy old year for McRae himself, since he switched teams from Ford to Citroen. Fortunately he hasn't changed his dealings with Codemasters, so the same trusted team are making *Colin 04*. Expect a very refined and accessible finished game to make it onto the shelves around the end of the year.





WE'RE OFF

SEE THE FUTURE NOW

THE BIGGEST GAMES SHOW IN THE WORLD IS ABOUT TO KICK OFF.

DURING THE SUMMER MONTHS, GAMES JOURNALISTS HAVE the chance to flee stale corporate office blocks and jet to Los Angeles to see the biggest games of the year in a giant stinking indoor arena that dwarfs Old Trafford. The annual Electronic Entertainment Expo trade show [otherwise known as E3] is the start of the games season for many publishers, eager to show us what we'll be buying this Christmas. PSW will of course be there to get all the news, all the show gossip, and all the behind-the-scenes stuff no other magazine has access to, along with the only DVD footage, screenshots and information you can rely upon. We'll be roadtesting *Gran Turismo 4*, chatting with Hideo Kojima about new *Metal Gear Solid* games, playing *Resident Evil Online* with real people, grappling in a strictly heterosexual way with Brock Lessner, and laughing at fat American journalists.

Below we reveal just a handful of the earth-shattering games you can expect to see next month. And there'll be more. More than you can count on the fingers and toes of you and six close personal friends. Plus there'll be photos of promotional girls used to arouse the trouser muscles of passing journalists (see image below). Just remember that every title is subject to availability, jet lag and the all too real possibility of exhaustion after walking eight miles per day around a crowded show hall.



■ **SONY** *Gran Turismo 4*, *Kill Zone*, *Syphon Filter: The Omega Strain*, *Ratchet and Clank 2*, *Time Crisis 3*.

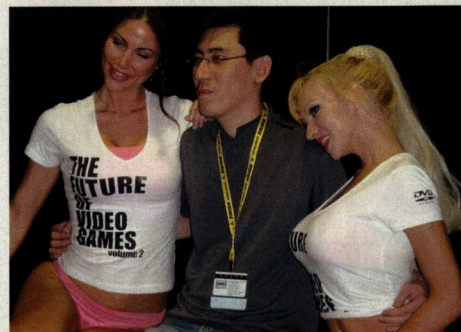
■ **KONAMI** *Metal Gear Solid 3*, *Castlevania*, *Teenage Mutant Ninja Turtles*.

■ **CAPCOM** *Resident Evil Online*, *Red Dead Revolver*, *Maximo 2*, *Onimusha 3*.

■ **ELECTRONIC ARTS** *FIFA Football 2004*, *Lord of the Rings: Return of The King*, *SSX3: Out of Bounds*, *MOH: Rising Sun*, *Harry Potter – Quidditch*, *James Bond 007 in...* (TBA)

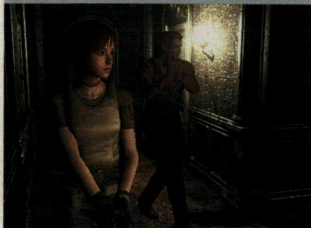
■ **ACTIVISION** *Call of Duty*, *Tony Hawk's Pro Skater 5*, *X Men: Legends*.

■ **INFOGRAMES** *Terminator 3*, *Unreal Assault*, *Mission Impossible 2: Operation Surma*.



NERDS IN PARADISE If that's the future of video games, we'd like a piece.

GLOBALINSIDER

EXCITING INFO-SPLURGE
FROM AROUND THE WORLD

EVIL COMES HOME

After the disappointing sales of *Resident Evil Zero* on Gamecube, developer Capcom is currently 're-evaluating' its agreement to continue producing the series exclusively for Nintendo's machine. No official announcements have been made yet, but the good news is there's a distinct possibility that future *Resident Evil* games could be PS2 bound. That said, Capcom maintains that both *Resident Evil Zero* and the forthcoming *Resident Evil 4* will remain Gamecube exclusives – which is exactly what they said about *Code Veronica* on the Dreamcast too.

DUTY AND HONOUR

Rather than announcing just one title, Activision has gone the whole hog and announced a whole series of new games under the rousing banner of *Call Of Duty*. Promising to deliver 'the most authentic, intense and realistic battlefield experience ever' across a variety of twentieth century conflicts, no specifics have been released as of yet. However, Activision has hinted that the gameplay will be primarily team focused. More interesting still is that the publisher has managed to secure several ex-Medal Of Honor staff to help with the game's development.

ZONE OF EXCLUSIVES

Currently going down a storm in both Japan and the US, Hideo Kojima's *Zone of the Enders: The 2nd Runner* won't be available here until September. But fret ye not! By way of recompense, publisher Konami has promised that the European version will contain extra bonus levels, combat sequences and additional play modes that are not found in either the US or Japanese versions of the game. More details as and when we get hold of them.

MY KINGDOM FOR A HEART

Square and Enix, two of Japan's biggest development studios and the companies responsible for both the *Final Fantasy* and *Dragon Warrior* series of role-playing games, merged together this month to form the all-powerful Square-Enix. First up for release from the new mega-corporation is *Kingdom Hearts 2*, the sequel to the Disney/*Final Fantasy* crossover that has already sold over three million copies worldwide, and the good news is that Square-Enix plan to make a whole series of *Kingdom Hearts* games in the future.



EXCLUSIVE

A-SPYHUNTING
WE WILL GO

SPYHUNTER 2 REVS UP FOR ACTION LATER THIS YEAR.

MIDWAY IS GETTING READY TO ROLL out *SpyHunter 2*, the sequel to last year's entertaining drive-and-shoot action game. Your new updated Interceptor vehicle isn't just any old jalopy. It can transform into a motorbike, a four-wheel drive vehicle and a snowmobile. Each unique transformation will have radically different handling capabilities and offensive skills.

Customisation options mean you can tailor your Interceptor with the sort of weapons you like to bust heads with. New weapons include a self-targeting turret that can automatically rain down bullets on nearby enemies. There's a whole range of defensive measures like oil slicks, landmines and smokescreens, too, and an armoured shield can be triggered in times of crisis that can repel any attacks.



A foxy female agent has been thrown into the mix; she might even be the undercover agent for a new crime syndicate called Phoenix that has moved onto the scene. We're promised massive new boss battles as a reward for our hard driving this time round, and eight brand new enemies from Nostra and Phoenix to wreck. *SpyHunter 2* drives clean through games shop windows this autumn.

SHOOTING UP

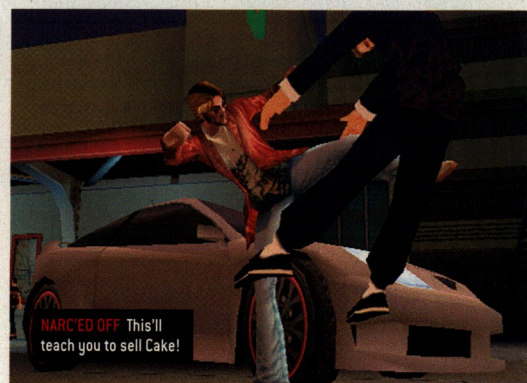
NARC CRACKS DOWN

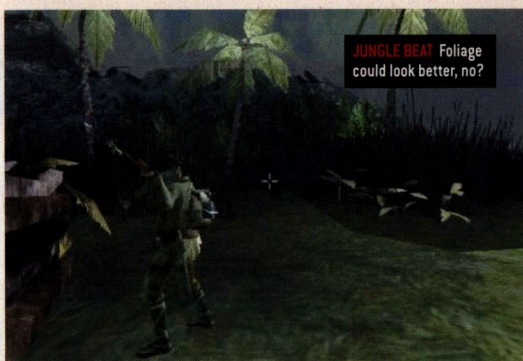
GIVING THE CRACK WHORES A TASTE OF THEIR OWN SICK MEDICINE.

THE WAR AGAINST DRUGS IS COMING TO A PS2 NEAR YOU WITH THE announcement of Midway's super-violent action blaster *NARC*.

Playing as either Hitman or Max Force of the NARC anti-drugs squad, the game places you in the centre of a virtual street war against evil members of the drug-pushing K.R.A.K. organisation. Only by bringing these poison-peddling misfits to justice can Hitman and Max restore peace to the streets, and by 'bringing to justice' we mean taking the 'mo' fo's' down with an assortment of high-calibre weaponry. Literally.

As with *SpyHunter* (see page 14 for news of the sequel), *NARC* is actually an update of an old Midway arcade game and fans of the original will be pleased to know that the flesh-rending rocket launchers and flamethrowers that so gratuitously filled 90s arcade screens with flaming body parts are back in full, redesigned 3D glory. There's also a new unarmed combat mode to enjoy, along with a whole range of incidental burglaries, muggings and car-thefts to help prevent as you play along too. *NARC* will be busting down your door later this year.





INTERVIEW

MEDAL OF HONOR RISES HIGHER

THE VERY LATEST SENSITIVE INTELLIGENCE ON MEDAL OF HONOR RISING SUN.

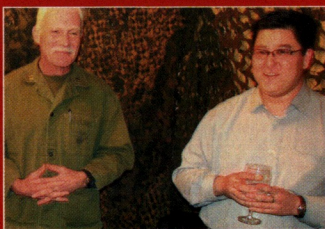
WE'VE UNEARTHED A WHOLE SLEW OF top-secret info about the new *Medal of Honor* game, *Rising Sun*. The emphasis is firmly on stealth this time round, with camouflage and tactics playing a much greater role. You'll have the chance to rescue civilians – or pass them by and

press on with your main objective. Save them, and they may help you out later on. On-rails shooting is present via boat and jeep-based sequences, as well as all-new four-way split screen multiplayer action. All this, and the news that *Medal of Honor Rising Sun* is in fact just one of

two Pacific-themed *MoH* games. In the second, you'll play as Donald Griffin, brother of Joseph from *Rising Sun*. The action will start from the moment you're freed by your brother, so we're expecting even more stealth as you make your way back to civilisation. Full details below!

HONOR SQUADRON

WE TALK TO MILITARY ADVISOR CAPTAIN DALE DYE, GAME DESIGN DIRECTOR CHRISTOPHER CROSS AND SENIOR PRODUCER TARRNIE WILLIAMS.



There were no invading ground troops at Pearl Harbour, so what do you get up to? Dye: In the Pearl Harbor level when you're fighting your way up on the USS California, which is a battleship, you see men trapped and injured all around. Now your mission is to get top side. But what you can do is stop and help these people. So you have to make a morale choice. Do I help those people and therefore endanger my life? Or do I get up to accomplish the mission? That's an interesting element.

Have you expanded upon the limited stealth elements of the first PS2 game? Cross: Absolutely. We've got a lot more time to design these stealth situations. In the jungle, you can be ten feet away through a jungle wall and not hear what's going on on the other side. But at the same time you don't know what's coming towards you. If you pay attention to the situation, you can sneak up and take advantage of the enemy's position. That's something we're definitely taking advantage of: more stealth, situations where if you're a smart player, you'll be rewarded with that cleverness of gameplay. Dye: The Japanese were extraordinary at camouflage and defensive positions. And

throughout *Rising Sun* you find yourself bumping into those defensive positions. Now you can take them on – if you want to. But many times you're much smarter to pass them by.

Will the controls change at all from *Medal of Honor Frontline*?

Cross: We'll take an extensive look back at controls. I'm our harshest critic: why does this not feel right? In at least a month or two, we'll sit down to make sure that control feels right. The stealth gameplay is a little bit of a slower type of play, so we're definitely gonna slow the player down, back to older *MoH* school of gameplay. If you played the two [*Medal of Honor* games on PSone] you noticed that speed difference between them and *Frontline*, which is much more run and gun, shoot, shoot, shoot. We're gonna take it back to the old style of gameplay and bring that back in for this game.

What new weapons will we see?

Dye: Because we're consistently running into British allies – Commonwealth allies, Australia and the British and so on – you're going to see Sten sub machineguns and not just the standard Thompson. You're also going to run into some of the Owen sub machine guns, which were only used by Australians. We'll also see a lot of Japanese machine guns with side mounting clips.

Why are you making two *Medal of Honor* games set in the Pacific?

Cross: Number one: we couldn't fit it all into one game. There's enough subject matter in WW II to probably cover the next

ten years. That's the reason we're talking about two episodes: one brother in the first game, one brother in the second game. We'll span pretty much the whole of the war, we'll have two crossover missions, where you play it from one side on one time, and the second time you play it, you'll get a different point of view. Dye: You're looking at the OSS sort of stealth operations in the first game and much more conventional operations in the second.

Are there any plans for a *Medal of Honor* game set in 'Nam?

Cross: When you get into the Korea conflict or Vietnam or a lot of the smaller conflicts around the world after WW II, it's a lot less clean cut as to your moral decisions. And the whole point of *MoH* is that you're a hero. It's one man, making a big difference for the good guys. People get WW II like this [snips with fingers]. In everybody's head it's clean cut and makes sense. After that, who knows who the good guys were? Korea and Vietnam: the political situation was much more complex. So we'll probably never take the game there.

What is the connection between the two Pacific-based *MoH* games?

Tarrnie Williams: The stories are closely connected. There are some things in the first which may – if you have a save – do something in the second. Could you skip the first one and just pick up the second game? Absolutely. Each game has its own cohesive story. In the second game you control your brother Donald Griffin, in a parallel timeline but in different places. You're only in the same location as your brother in one level.

PSW'S 10 MOST WANTED



1. DRIVER 3

It's been delayed... again, but don't get mad. All it means is that you won't see *Driver 3* until it's the best game in the world ever. It'll be more than worth the wait. Honest.

2. GRAN TURISMO 4

It's going to take something fairly massive to dislodge *GT4* from the top two. Like a nuclear war. Or an office outbreak of the Sars virus. Or *Grand Theft Auto 4*.

3. PRO EVOLUTION SOCCER 3

We don't know anything more than the name at present, but that's enough for us to plant it firmly into our top three, where it shall remain until the day of release.

4. RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

Red Faction 2 was the last truly great shooter we can remember. *Wolfenstein* has the potential to rip it to shreds.

5. AMPLITUDE

Amplitude, the sequel to *Frequency*, is readily available in the US and looks as though it could be a little bit special. It's our 'quirky' choice.

6. FINAL FANTASY X-2

Real ale fans rejoice – there's a role-playing game in the top ten. You've got Robins to blame for this in all honesty. He voted for *X-2* five times.

7. ENTER THE MATRIX

We thought *Enter The Matrix* might smell very faintly of rotting animals but it doesn't. The more we see it, the more we're convinced it could be halfway decent.

8. TRUE CRIME: STREETS OF LA

The developers say, "Mission-based driving and action adventure." We say, "*Grand Theft Auto 3* goes to Los Angeles." You say, "Wow!"

9. BROKEN SWORD: THE SLEEPING DRAGON

It should be rubbish – it's slow-paced and it forces you to think – but it won't be. Very much the dark horse of 2003.

10. POP IDOL

Pap Idol snuck into Most Wanted poll thanks to dep ed Melville, who let it in through the back door when everyone else had gone home. He's also obsessed with Will Young.



IN YOUR FACE May we suggest moving sideways, sir?

SSH...OOT

N-ICE TO MEET YOU

STEALTH MEETS SHOOTING IN ESPIONAGE THRILLER *ICE NINE*.

ICE NINE IS A NEW SHOOTER WITH A BIT of a twist: instead of running in and blasting everyone in sight, you'll have to sneak around like some sort of first-person perspective Solid Snake. You play as Tom Carter, an ex-CIA op who's called back into the ranks for some dodgy undercover work against an organisation ready to release the lethal Ice Nine computer virus onto mankind's hard drive. Double- and triple-crossing your

way round the CIA and any number of enemy organisations leaves you in hot water, so you'll soon find you're being pursued by just about everyone.

Twenty gadgets and weapons will speed you to victory, including grenades and sniper rifles. Stealthy moves are useful too, like dragging bodies to hide them and even donning the clothes of your dead enemies to infiltrate their strongholds. Let off a grenade and



pictures will shake, boxes will crumple and the blast will send objects skittering across the floor.

You'll even be able to choose which side to end up on, thanks to the game's branching storyline. Early versions suggest a smooth, danger-fraught journey with tough enemies and good-looking levels. We won't see *Ice Nine* until late summer, so there's time for lots of tweaking. More when we get it.



COPTER FEEL A few shots should finish this CIA chopper.



STAIR MASTER Enemies assault you from all sides.



CIA TODAY Friend or foe? Shoot him anyway.

GLOBALINSIDER

NEWS SO GOOD, WE PUT IT IN A TINY LITTLE COLUMN



TRADEMARKING WAR?

Sony took the first steps to developing a game based on recent events in the Gulf this month by trademarking the phrase 'Shock and Awe' literally minutes after the first missiles were launched. Following much brow raising at the announcement however, Sony has withdrawn its application, citing "a lack of understanding in the situation". Those missing any kind of sensitivity, however, will be pleased to learn that it's full steam ahead for SCI who has trademarked the name *Conflict Desert Storm 2: Back to Baghdad*. Send any letters of complaint to the usual address.

GT LUPO NUTS ARE WE

Much of *Gran Turismo 4* may still be a mystery to us, but development team Polyphony Digital has given us our first real taste of what we can expect from the potential driving classic in the form of Volkswagen *Lupo GTI Cup 2003*. This special version of *Gran Turismo 4* features nothing but Volkswagen *Lupo GTI*'s and is currently being used as a training aid for competitors in the *Lupo Cup* racing competition. Unfortunately though it's not available to buy, so if you really want your own copy we suggest you start driving the boxy German speedster competitively.

PLAYSTATION 3 IS HERE!

Well, almost. Going by the name of PS2 SCPH-50000, this sexy new version of the humble PS2 is both lighter and 30% quieter than before although in terms of gaming it remains completely unchanged. Better still is the improved DVD playback, the ability to read DVD-R and DVD-RW discs (video pirates take note) and the now as-standard DVD remote control unit. Unfortunately the i-Link socket has been lost and it's only available in Japan for now, but fingers crossed and it could be over here some time soon. Maybe.

GAMERS IN 'NOT GEEKS' SHOCKER!

With online PS2 gaming literally weeks away, a new study by psychologists at Nottingham Trent University proves that the internet is, contrary to popular opinion, geek-free. Although predominantly male (85%), today's online gamer is much more likely to be an affluent career man than a spotty teen. Bodes well for any of you thinking about consorting with elves and wizards in Sony's *EverQuest Online Adventures*.

WHAT'S IN THE BOX #8 THE EYETOY

INVALIDATING OUR WARRANTY SO YOU DON'T HAVE TO.



1 The lens, the part of the EyeToy that chews up the manly poses you strike, then spits out the foppish gestures you see on screen.

2 These two pieces of sticky tape are absolutely essential to the workings of the EyeToy. Don't ask why. Because we really don't know.

3 The nerve centre of the EyeToy, the main processor, the motherbrain, the green thing covered in small silver things. Isn't it pretty?

4 One of these is a sensor, the other is the light that indicates that your EyeToy is on. If you're forced to break one, make it the light.

5 This white cube sends all the information from the camera down to your PlayStation2. Without it, your EyeToy is less than nothing. Just like you.

YOUR REVOLVER HOLDS SIX BULLETS
BUT YOUR FISTS
 NEVER RUN OUT OF AMMO



5/5 – XBOX Gamer Magazine



9/10 – OXM Magazine

INDIANA JONES™

AND THE
 EMPEROR'S TOMB™

The original raider returns – Indiana Jones. Legendary adventurer. Daring rogue. And the most butt-kicking archeologist the world has ever seen. Punch, whip and kick your way through Nazis, assassins, mystical warriors and the Asian underworld, and see if you have what it takes to unearth the Heart of the Dragon.

www.emperorstomb.com



PlayStation 2



PC
 CD
 ROM



© 2003 LucasArts Entertainment Company LLC. © 2003 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. "PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Screen image captures shown taken from Xbox video game system.

Official Indiana Jones website
www.indianajones.com

"LET'S NEVER SPEAK OF THIS..."

GAMES COMPANIES SEND US STUFF TO MAKE US LIKE THEM. AND FAIL.

WE MAY HAVE MOVED THE PSW FREE CRAP GIVEAWAY FROM THE BACK OF THE magazine to the front, thus increasing its prestige tenfold, but that's not to say that there's been a noticeable upsurge in the quality of the items on offer. Far from it in fact.

So here it is, a comprehensive, no-holds-barred guide to this month's cavalcade of crap that's been squeezed through our letterbox, accompanied by the theme tune from the television show *Steptoe and Son*: we have (jink-jink-jer-ner-ner-ner) a *Devil May Cry 2* belt that, due to EEC restrictions, we can only send out to 16-year-old man-boys who work in fairgrounds operating the dodgems, a (jink-jink-jer-ner-ner-ner-bum-bum) *Primal* gift-set, including a coffee-stained scroll that, due to UN sanctions, we can only send out to 39-year-old men who work in video shops and laugh at old women when they ask for a copy of *The Horse Whistler*, and a (rinky-dink-a-dink-dink) *Zone of the Enders: The Second Runner* box filled with Japanese things that won't work on your UK PlayStation2. Pretty Japanese things, they are though; all overdesigned and collectible and perfectly presented and crap. And (rink-dink-a-dink) horrible, horrible games T-shirts that will effortlessly make you look like you're handing out free samples of something in the street.

All you have to do to be in with a chance of winning this month's haul is to write in to the usual address, explaining in less than five words what you'd do with a *Devil May Cry 2* belt. Without using the word trousers. Simple.

DESPERATE TO WIN ALL OF THIS STUFF? Of course you are, despite our best attempts to persuade you otherwise. Send your entries on a postcard marked 'Please feel free to route this post through Lapland' to the usual address. Winners will be gently mocked. By 'gently', we mean 'fiercely'.



RING BEARER Check the furry feet out.



I SPIED A SPIDER Prof Tolkien would be spinning. Yes.



BILBO-SAN Mr Baggins as a Tokyo teen's acid dream.

MAGICAL

THERE'S NO RING TO TALK ABOUT HERE

FIRST SCREENSHOTS FROM THE OFFICIAL PS2 ADAPTATION OF THE HOBBIT.

WITH THE TWO TOWERS FINALLY OUT OF the multiplexes and *The Return Of The King* still a good seven months away, it's time for Tolkien fans to keep the juices flowing with these first PS2 shots from Vivendi's official game of *The Hobbit*.

Staying faithful to Tolkien's story, *The Hobbit* places you in the furry feet of young Bilbo Baggins as 13 Dwarves and the wizard Gandalf sweep him away from his comfortable home in Hobbiton and

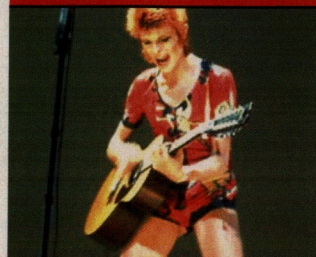
out on an adventure to defeat the dragon Smaug. On the way you'll battle your way past over 30 different types of enemy – goblins, spiders and trolls included – thanks to the promised 'deep combat system', although there'll be plenty of puzzles and side-quests to get stuck into as well.

As *The Hobbit* has always been considered more of a children's book there's a definite cartoon feel to

proceedings – as opposed to Vivendi's very dark (and frankly appalling) *Fellowship of the Ring* game – and the inclusion of a collect-and-trade style mini-game certainly smacks of Pokemon. Not that we'll mind if the end result is able to do justice to Tolkien's light-hearted prequel to the *Lord Of The Rings* trilogy. Look out for the full PSW inspection process as it approaches its September release date.

"QUOTE UNQUOTE"

100% NONSENSE, STRAIGHT FROM THE MOUTH OF THE GAMES INDUSTRY.



"Amplitude rocks – it's totally and completely addictive." DAVID BOWIE SINGS THE PRAISES OF FREQUENCY SEQUEL *AMPLITUDE*, ADOPTING THE PIGEON ENGLISH OF A JAPANESE GAMES DEVELOPER TO ADD EXTRA AUTHENTICITY.

"The game is set in an entirely original universe that is styled upon ancient Egypt." AND THE PSW AWARD FOR BEST SELF-CONTRADICTION STATEMENT GOES TO...

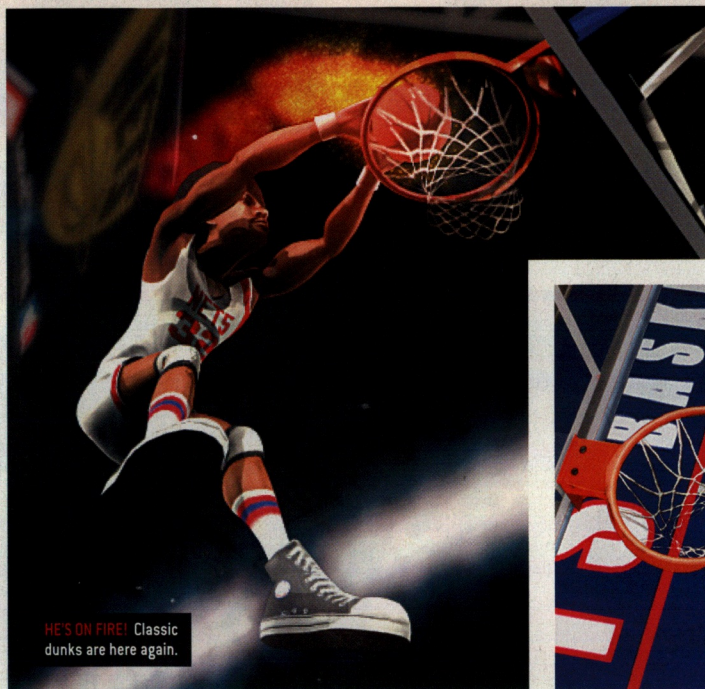
"An all-new pedalling system has been incorporated, and is affected by the racer's stamina levels." KONAMI ATTEMPTS TO SELL US LE TOUR DE FRANCE: CENTENARY EDITION. AND FAILS.

"SOFTIMAGE|XSI FTK v.3.62 for PS2 featuring Semantic Layer API technology, delivering a robust art-pipeline deployment SDK." HAS ANYONE ELSE NOTICED THAT SOFT IMAGES HAS RECENTLY STARTED TO DUMB DOWN ITS PRESS RELEASES?

"We believe it is important to recognise excellence and achievement, and we appreciate the time and effort that these students have invested in *Primal Art*." A SPOKESMAN EXPLAINS THE THINKING BEHIND PRIMAL ART, AN EXHIBITION OF SHORT FILMS INSPIRED BY THE SONY GAME *PRIMAL*.

"The camera panned around a garden. You saw bushes and pot plants and then it fell over and stopped." PSW'S DEP ED RICH MELVILLE ON THE WINNING ENTRY IN THE PRIMAL ART EXHIBITION.

"Players will have a chance to relive the high-octane movie experience while playing *The Italian Job* game by Eidos Interactive." THE *ITALIAN JOB* PRESS RELEASE GROANING UNDER THE WEIGHT OF ITS OWN TRADEMARKS.



HE'S ON FIRE! Classic dunks are here again.



'FRO PROBLEM' NBA JAM goes all retro.

BIG BALLS

HOOP DREAMS

THE GRANDDADDY OF BASKETBALL GAMES, **NBA JAM**, IS BACK ON THE COURT.

HAVING SLAM-DUNKED ITS WAY INTO THE hearts and minds of arcade fans in the 90s, the classic **NBA JAM** series is set to rule the roost again with the announcement from Acclaim that a brand new supercharged basketball game is on its way to PS2 this October.

Keeping the same super-fast, turbo-button mashing action of the originals, **NBA JAM** ups the gameplay from two to three-man teams and features players

from all 29 official NBA teams, as well as a wealth of famous stars from the last 50 years of the sport.

Again, as with the original, there'll be plenty of spectacular dunks to look forward to and many a burst of the famous **NBA JAM** cry, "He's on fire!", not forgetting the 700 other moves that are available to bust out on court. And when you're bored of the numerous tournaments and exhibition modes on

offer, there're always the mini-games, unlockable secrets and new Create-A-Player mode to delve into as well. Oh, and just in case you were wondering, you can also expect the return of the fabled **NBA JAM** 'big-head' mode.

The only thing we can see standing in its way is the equally impressive **NBA Street Vol 2** from EA. The court is set for a shoot-out of epic proportions – time to play ball gentlemen.

POP TARTS

OFF-KEY, OUT OF TIME... A STAR!

YES, **POP IDOL** IS ON ITS WAY TO PS2. SOMEONE TELL DARIUS!

NOW HERE'S A THING – SOMEONE'S thought fit to make a *Pop Idol* game. It's a rhythm action title that lets you create your ideal singer and dance them all the way to the *Pop Idol* final.

We're promised 40 'top ten' music tracks to boogie to, and a computerised Simon Cowell to give you feedback on whether you were bad, terrible or just –

we're sorry, we're going to have to say what everyone was thinking – cack.

The title will launch this autumn, just as the second series of *Pop Idol* is gearing up to its overly drawn out climax, and boyfriends all over the country are tutting and shouting, shifting restlessly in their seats and questioning the sexuality of every male contestant.

Oddly enough, it's by Codemasters, the developer of such PS2 hits as *TOCA Race Driver* and *Colin McRae Rally 3*. Could this mean that *Pop Idol* might actually be good? You know, to play? Either way, as grating as it is to say, we can almost hear the noisy ker-ching of the cash registers.

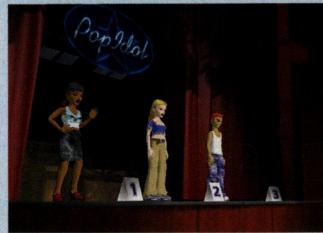
PSW SAYS
SEE PAGE 23



PETE SAYS: Not the best, but good enough for my unit.



NICKY SAYS: Ah, well done sweetie – you did your best.



SIMON SAYS: Rubbish! I've heard better wet farts.

DIGITS

THE MONTH IN NUMBERS.

68,652

The number of calories burnt off by PSW team members playing EyeToy this month.

135

The number of KitKats PSW team members will have to eat to claw back the 68,652 calories burnt off by playing EyeToy this month.



50

The cost in pence that our local butcher charged us for a pair of sheep's hearts. See the Group Test for more on that.

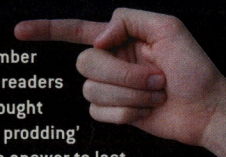


37

The number of minutes spent debating whether *Soul Calibur 2* was a nine or a ten out of ten.

17

The number of PSW readers who thought 'Gentle prodding' was the answer to last month's competition question, 'Which of these is a recognised *Pride FC* fighting style?'



9.1

The number of hours it took Joff Brown to finish *Silent Hill 3*, not including the half hour spent looking for a PS2 not currently being used for *PES2*.

7

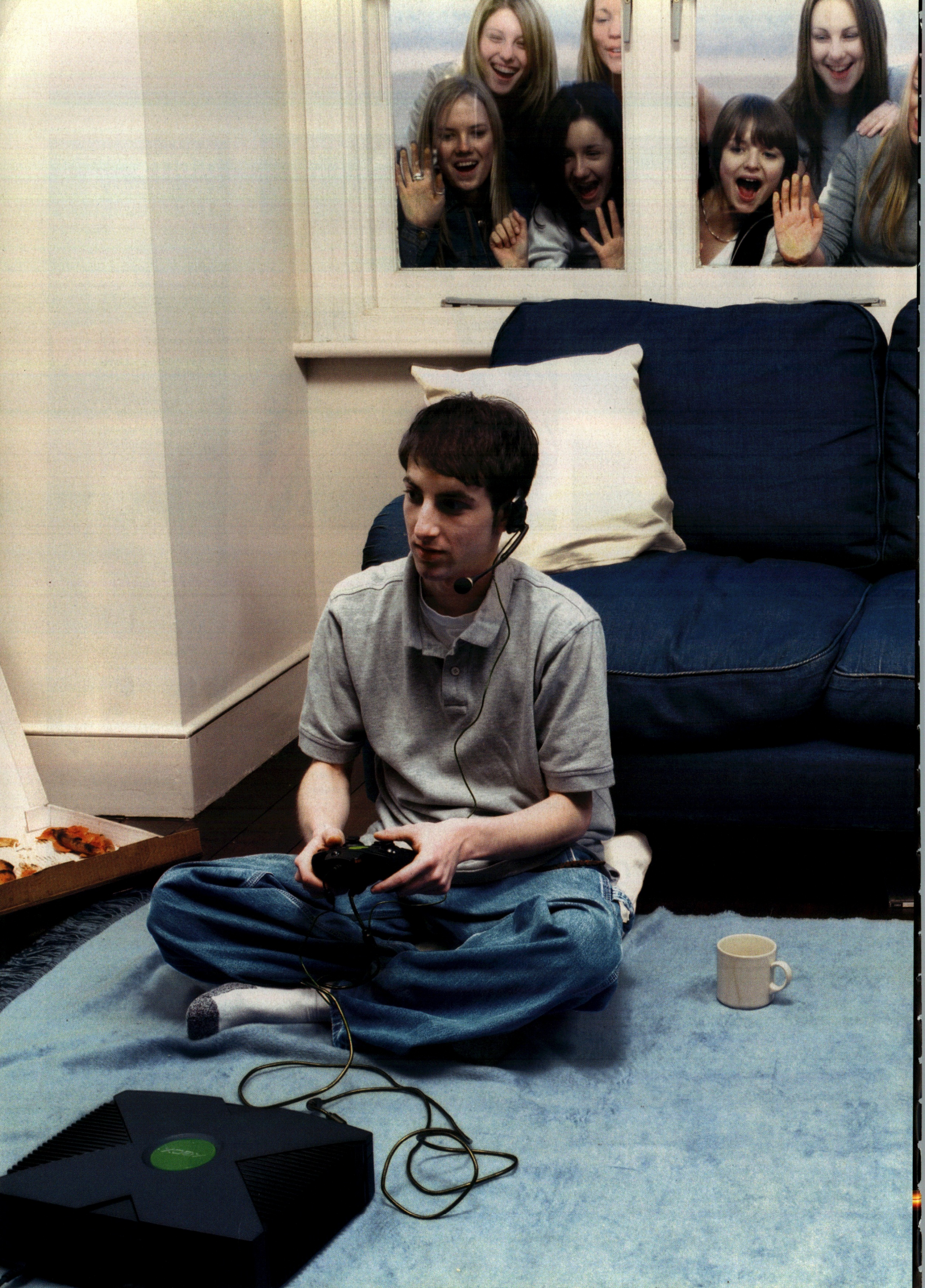
The number of goals PSW old boy Blue Buxton managed to put past current art editor Curtis Phillips-Cozier during a single game of *Pro Evolution Soccer 2*.

3

The number of times the statement, "We can't condone cel-shading," appears in our review of *Black & Bruised*.

1

The number of phone calls fielded from young boys asking us, "How do you make games? You know games. Games with graphics. Games like *FIFA 2003*."



PLAY LIVE AND BECOME A LEGEND.

Create a unique 'Gamertag' ID and build your reputation on whatever game you're playing, wherever you are.

FIND YOUR FRIENDS.

Use a 'Friends List' to locate your mates on any game, anywhere.

GET MORE FROM YOUR GAMES.

Download additional levels, weapons and characters.

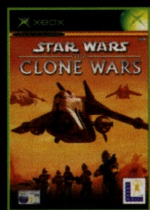
MEET YOUR MATCH.

Quickly find an opponent at your level with 'Optimatch™'.

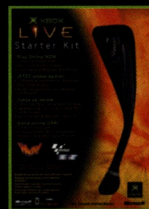
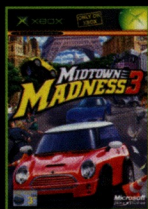
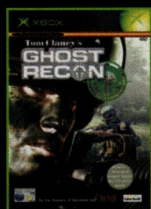
TALK AS YOU PLAY.

Talk tactics, chat to your friends or cut your enemies to shreds with the Xbox Voice Communicator.

WANT TO KNOW MORE? GO TO WWW.XBOX.COM/UK/LIVE.



THE ULTIMATE BROADBAND GAMING EXPERIENCE HAS ARRIVED.



Requires Xbox video game console,
compatible broadband connection,
Xbox Live Starter Kit (includes 12 month
subscription to Xbox Live, Xbox Voice
Communicator headset plus 3 Xbox Live
enabled demos) and valid credit card.

xbox
LIVE

To find Xbox Live enabled games, check for this Xbox Live bar.

XBOX LIVE JOUABLE EN LIGNE

Online game play and/or downloadable content not available for all games. Specific game features are called out on the game packaging. © 2003 Microsoft Corporation. All rights reserved. Microsoft, Xbox, the Xbox logos, and Xbox Live are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries. The names of actual companies and products mentioned herein may be trademarks of their respective owners. Xbox Live subscription sold separately.

DOCTOR DOCTOR +

ALL YOUR GAMING AILMENTS CURED! DOCTOR PSW WILL SEE YOU NOW.



#1 GAMER'S THUMB

Dear Dr PSW, I've noticed mild blistering and discolouration of the mid-section of my left thumb. Although it doesn't hurt, it can cause complications when I use the the underside to stroke soft areas during foreplay. What can I do?

Kevin Basic, Cumbria

Kevin, your symptoms are consistent with the affliction known as Gamer's Thumb, the most common of all console-transmitted diseases. It was first diagnosed back in 1981, when a Mr Snaz Mungus from Wichita, Kansas fell into a vat of pure adrenaline and ended up playing Pac-Man in his underpants for 75-hours straight. To rid yourself of this unsightly disorder, bathe the affected area in tea tree oil. Also refrain from giving the thumbs-up, which can cause skin to tear and become infected. Nod your head and smile instead.

WIN!



OH HAPPY DAY!

CELEBRATE THE RELEASE OF 28 DAYS LATER WITH FREE SIGNED STUFF!

PSW, in conjunction with everybody's favourite worldwide media conglomerate, Twentieth Century Fox Home Entertainment, is happy to offer you the chance to rejoice in the simultaneous DVD and VHS release of *28 Days Later* (out to buy on the May 19) by winning a bundle of merchandise with significant eBay value. One lucky winner receives a poster signed by Danny Boyle and Alex Garland, a signed screenplay, a copy of the movie on DVD and a T-shirt.

Five not-so-lucky runners-up win a scribble-free poster, a DVD and a T-shirt. To be in with a chance, simply complete the following lyric:

WHY DO BIRDS...

- A SUDDENLY APPEAR.
- B SUDDENLY DISINTEGRATE.
- C ALWAYS CRAP ALL OVER EVERYTHING.

Send your answers on a postcard marked, "My Nan's bigger than your Nan" to the usual address.

Small print: To answer using your mobile phone, text the word 'Play' followed by the letter of your answer (A, B or C) and send it to 85133. If you don't pay the bill, please ask permission before entering. Text entries cost 50p. By entering this competition you may receive further offers from us. You can unsubscribe at any time by texting 'OFF' to 81233. If you experience any problems, please email us at psw@smshelpdesk.com



PlayStation 2



NINTENDO GAMECUBE



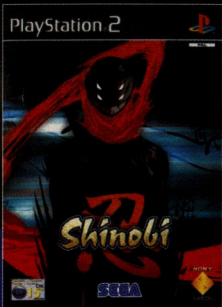


After
Seven
Years
The
Ninja
Returns



The classic is back. Bigger, better, faster and more furious than before.
Behold Shinobi, the ultimate Ninja game.

uk.playstation.com/shinobi-game.com



THE VENGEANCE PLACE THE FEROCIOUS PLACE THE THIRD PLACE

PlayStation 2



OH GODS

VENGEANCE WILL BE HIS

HACK-AND-SLASHERY IN **GLADIATOR: SWORD OF VENGEANCE.**

FUSING THE MAJESTY OF RIDLEY SCOTT'S EPIC MOVIE *GLADIATOR* WITH THE OVER-THE-top imagery of a Ray Harryhausen monster movie, Acclaim's *Gladiator: Sword Of Vengeance* looks set to take the *Devil May Cry*-style action adventure in a bold new direction. You play Thrax, a Roman gladiator who suffers from the slight career-denting problem of being dead.

As you'd anticipate from a game based around being a gladiator, the majority of time is spent fighting your way through the 20 or so different kinds of enemy. Armed with three powerful classes of weapon and more than 30 different combat moves, Thrax is also able, through a clever targeting system, to spread his multi-hit combos over two, three or even four different targets. *Gladiator: Sword Of Vengeance* will be removing heads on A PS2 near you this autumn.



EXTRA TIME

LMA PLAYS A WHOLE NEW BALL GAME

CODEMASTERS PULL OUT ALL THE STOPS FOR THE LATEST **LMA MANAGER** GAME.

FEATURING NEARLY 19,000 INDIVIDUAL PLAYERS FROM NINE DIFFERENT NATIONAL LEAGUES, Codemasters' *LMA Manager 2004* is set to propel the popular football management series into a league of its own.

Rather than just offering an updated player roster – as many felt *LMA 2003* did over *LMA 2002* – *LMA 2004* offers an expanded transfer market, with players from Argentina, Brazil and Chile now available to be perused, new management options, such as the ability to give individual player tactics and revised dugout shouts, and a stylish new look to the already attractive front-end menu screens.

LMA Manager 2004 also features additional game modes to enjoy as well, such as the new Expert mode whereby every team starts playing like Real on Speed and a Fantasy Team mode, which, we presume, allows you to create your very own dream 11. Armchair tacticians can look forward to *LMA Manager 2004* some time this October.

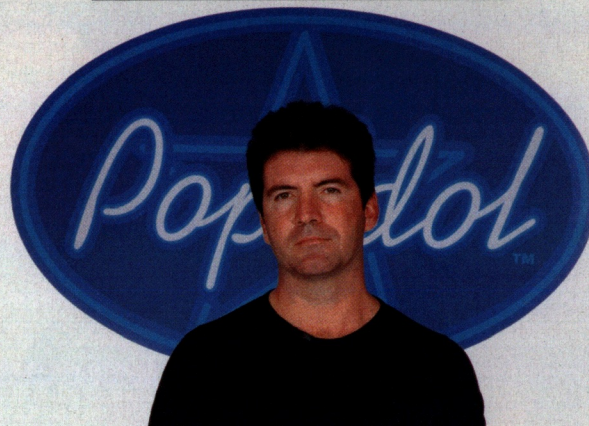


PITCHING IN Matches look better than ever before.



TALE OF TWO CITIES Set up your own grudge matches.

PSW SAYS



POP GOES THE CYNICISM

We wanted *Pop Idol* to be crap. It would've been such an easy target, something we could've ripped into over a two-page review with smiles on our faces and the blood of Simon Cowell on our hands. And then Codemasters came along, with their fancy-dan 'standards' and their hoity-toity 'reputation for making really good games' and suddenly Pop Idol wasn't such a bad idea after all. Indeed, it's a testament to the developer and the respect it accords among games players, that people are even considering the prospect of a halfway decent game based around a show responsible for birthing such noxious vulgarities as Rik Waller and Darius Danesh. We don't like to admit it, but *Pop Idol* could be exactly the kind of thing the PlayStation2 needs as the console war heats up: a decent game with mass-market appeal.

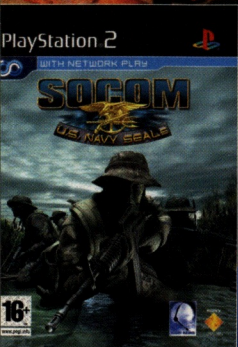
E3 WISE MEN

As you read this, *PSW's crack team of 'Software Evaluators' is busy infiltrating the United States of America* on a mission to get within spitting distance of the pulsating heart of the games industry. Their destination: the Electronic Entertainment Expo 2003, referred to by those in the know as E3. Once inside this tightly guarded inner-sanctum, where cheap beer flows like tears from a grandmother's weeping eye and where pretty ladies accept money to spend their time with people who write for computer games magazines, *PSW* will stop at nothing to bring you all the exclusive material our saucy hands can manage. We guarantee you that we'll do whatever it takes – be it bribery, theft or the undertaking of favours of a distinctly sexual nature – to ensure that you, the *PSW* reader, are always the first to know. All our spies have to worry about now is how they're going to get those 574 press discs back through customs. Bottoms up lads. Literally.

DIRTY ROTTEN FIFA

We're appalled by the news that this year's FIFA update is to be driven by a gimmick lifted directly from Pro Evolution Soccer 2. *PES2* already finds it difficult to match the sales of Electronic Arts' infinitely more wealthy sports title, and the more *FIFA* pillages ideas from Konami's seasoned battler, the harder it's going to get. We're already resigned to fact that *Pro Evolution Soccer* will never be the most popular game around, despite being the deepest, most rewarding, most intuitive title we've played in years, but that doesn't mean we'll stop banging on about it. In fact, the only way you'll ever make us shut up about PES2 is if you start buying it in sufficient quantities to send a clear message to video games industry. And that message is as follows: it's not about the photo on the box, it's about the game inside.

★ COMMAND A TEAM. KICK SOME ASS. ★



TEAM: You and three lean, mean U.S. NAVY SEAL fighting machines.
MISSION: Find the enemy, make 'em pay.
EQUIPMENT: Get armed to the teeth with the SOCOM Voice Recognition Headset.
SKILLS: Control your SEAL and command your team over the headset to whup twice the butt.
EXTRAS: Get the Grade-A PS2 Network Adaptor and Broadband. Kick real human ass online. Big time.

uk.playstation.com
www.socom-game.com

Headset Included

THE POWERFUL PLACE THE BRAVE PLACE THE THIRD PLACE

PlayStation 2





TEXT PSW! SEND KEYWORD 'EDITOR' TO 85133* AND START TXTING!

Write to us at: Dialogue, PSW, Computec Media, 55 Lowlands Road, Harrow-on-the-Hill, Middlesex HA1 3AW
or e-mail: psw@computecmedia.co.uk

"MY WIFE HAS SMALL HANDS AND SOMETIMES SHE HAS TO CONTROL THE RIGHT STICK WITH HER NOSE."

WIN! THE CHART TOP 5!

Letter of the month wins the top five games and a £50 voucher from game experts CEX. That's around £250 worth of free stuff! Christ, that's like winning the lottery syndicate in an extremely large office with, like, 100,000 employees. Or something.



MISCELLANEOUS CUTS

I have recently had my TB jab test and now cannot leave the house for risk of being chased by needle wielding doctors.
Mark McKinnon, via email

Sam Fisher looks old and has grey hair. Where did what's his face go? That staff writer.
Laura Wright, via email

To be totally fair to him, he's bald. And he mings. This makes him a bald minger in my book. Am I right?
Nick Knight, Lancashire

The system is your ruler. Repeat after me: the system is my ruler. No-one questions the system.
Arran Hannibal

Do u think Jon Brown looks like Ian Brown from the Stone Roses?
A.L., via email

I will now copy and paste this phrase 666 times [because that's an evil number don't you know].
Theps2masta@aol.com



OLD MEN IN THEIR PANTS

I'm responding to Lauren Rumbelow's letter. If you wanna see old geezers in their boxer shorts buy Tekken 4 and watch Heihachi. Frankly, I find it disturbing, but you might get a kick out of it. Personally Dante from Devil May Cry in his leather does it for me.

S Leonard, Aberdeen

Alternatively, if you want to see old geezers in their boxer shorts but don't want to splash out on a PlayStation2 and a copy of Tekken 4, get a job in an old people's home. Not only will you have your sick perversion fed heartily on a daily basis, you'll earn the minimum wage for your troubles. Tasty. **RM**

MICROSOFT AND CUDDLY

I was disgusted to see Xbox advertisements in issue 40. Now don't get me wrong, your mag is great, but what was all that talk about you guys 'hating' the Xbox and then you go and advertise stuff like "the ultimate broadband gaming experience" and Mech Assault. Are you guys hypocrites and deceiving your loyal PS2 owners? If you don't print this letter, then that proves my theory. No disrespect and keep up the good work, as long as it's for PS2.

Seamus Heffernan, via email

WHAT A BALL ACHE!

One thing that I can see from your abuse of FIFA 2003 is that you're not real football fans and you don't seem to like football much at all. You seem to



FIFA THE ACTION Better than PES2? Yeah. Of course it is.

continually praise PES2 for its realism and great gameplay, and likewise you criticise FIFA for this. The player animation in PES2 is terrible! The players run like puppets and the goalkeepers fall over rather than diving, and don't let me go on about the shooting and passing. Also it's hard to recognise any individual players because of the poor detail on the team. FIFA has great motion capture and almost 100% realistic graphics which help you recognise players easily. (At this point the letter descends into a white noise of endless, pointless rambling)... For example I really like Chunnam Dragons from the Korean league... (See what we mean?)... and I'm sure that many people will agree with me, mainly real football fans.

Phil Marshall, via email

We'll hold our hands up here. FIFA 2003 is the finest women's football simulation on the PlayStation2. Happy now? **LN**

SNAP, CRACKLE AND STOP

Top three reasons why I bought Issue #40 of PSW: 1) First shots of Enter the Matrix seen. 2) Thought this could be my last issue because of World War Three brewing. 3) I saw a car with a registration plate of "L412 PSW" that reminded me. 4) I've been trying since the second issue of your magazine to get my letter printed. Oh yeah, while I'm here, tell Lee Nutter to get gorgeous Britney Spears to be Miss PSW. Now I will go eat a lovely bowl of Rice Crispies.

Nicko, Doncaster

NO GREAT RUSH

I have noticed that the WWE is looking for a shameless cash-in with the new game Crush Hour. Now I normally get quite excited nearing the release of new wrestling games as it gives magazines an excuse to put pictures of Stacy Keibler in the magazine. We all know that Crush Hour is going to be crap, but don't let the opportunity of pictures of Stacy to fill the magazine pass. Balls to the cheat section, fill it with Keibler instead. Let's pull some good out of the stain that Crush Hour is going to leave. Feel free to use this letter as an excuse for a Stacy pic. P.S. I have noticed a large number of letters are concerning confectionery. What's up with that?

Matthew, via email

Having a go at the WWE corporation for cashing-in on their franchise is like throwing a water balloon filled with Iron Bru at a prostitute on the grounds that she's started sleeping around a bit. It's what they do. Best leave them to it. **LN**

THE BEST LETTER EVER

You b*****! Do you know what we've been going through because of you! Let me start at the beginning, I was at a local pub with my American bud drinking our thirty-third pint of beer. I was



DOES IT LOOK BIG IN THIS? Stacy provides us with an excuse for watching wrestling with Kleenex. Ahem.

complaining to him how here in Lebanon we don't receive truthful news about the PlayStation industry, so he gave me an issue of PSW (ISSUE #25). I was hooked. Only problem is there are only three places here in Lebanon that sell your magazines and trust me stock is not plentiful, so every month I have to travel all the way from the mountains to the capital Beirut. The trip takes about two hours and when I arrive at the store it's like Christmas shopping. Here let me draw you a picture: only one issue left and five guys want it.... first some silence, a lot of dirty looks, then some muscle twitching, and finally... MORTAL KOMBAT!!! After a combination of sword swings, staff bruises, fire balls, a flying hook rope and a few fatalities, I walk to the register scared, bruised but not beaten. I then pay my \$10. Yes \$10! Those punks are complaining about £3.99; here we have TAXES, damn this government to hell! (MOVES CURTAINS AND SLOWLY LOOKS OUT THE WINDOW, no sign of



secret police). When I arrive back home I wipe the blood, scar tissue and brain matter off the magazine.....sit back and enjoy. I love you guys! **Mustafa Haidar and Khaled Salloum, via email** What Mustafa and Khaled don't realise is that since Issue #25 all the writers bar Lee have been killed off. They'll be dead miffed when they find out. Sometime in 2032. **JB**

HIT THE NORTH

Dear gang of the south, why is it you never print any letters from northerners? Am I the only gamer from the north? On a lighter note you guys are funny as ****. Is there going to be another Medal of Honor game this year?

Mitch, via a pipe-smoking carrier pigeon smelling vaguely of real ale, workingmen's clubs and Coronation Street Dunno, probably, and yes. **RM**

A LETTER ABOUT TENCHU 3

Just had to write in as usually your reviews are well cracked, but there's a few things you missed in your *Tenchu 3* review that I feel compelled to ask you about. I take it you played the game? If you are saying yes (as I'm not there, I can't hear you, but I can imagine you are saying yes). So didn't you see... the Ronin Village that is breathtaking! The rain and lightning is so cool, sometimes I just sit on a roof and watch it for a

few minutes, before taking out a Ronin or two... And then there are the clouds. They move but they are the best clouds I have seen in a game on the PS2! But it's just so sublime, I can't believe you didn't even notice any of this. As for the camera angles, do you all have small hands? My wife has small hands, and she finds that sometimes she will have to use the right stick with her nose, but that's rare, and overall the camera works very well... I do agree with your overall score, but we are no way talking a 5 for graphics. I don't know anyone that would agree with you.

Gavin McMahon, via email

Unfortunately we do get the odd serious letter mistakenly sent in to PSW. We're stood here, the teacher has left us in charge of the class for the first time ever, and little Timmy Wiggins wants to spark a debate about post-colonial French cinema in the early 1900s. We just won't stand for it. **JB**

REALLY SHORT SKIRTS

I'd just like to say that Japanimated women in computer games kick ass! My reasons for this statement are as follows: 1) They are made by the only people that know how a woman's body should look: male computer animators [even though they're fat geeks with glasses that can't get a girl]. 2) These women wear really short skirts and really tight tops. And finally 3) These aren't girls that say things like "Oh I broke a nail!" or "Does my bum look big in this?" No, these girls say things more like "Grrrr. I am woman, hear me roar!"

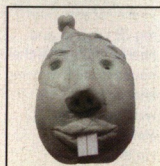
Joe, via email

We spent a week trying to find a drawing of a Japanese girl clean enough to print here but returned empty-handed. It's a sick, sick world my friend, and no amount of licking is going to get it any cleaner. **MR**

SELF-PORTRAITS IN BLU-TACK >>



>>**LEE NUTTER**
Lee demanded to go first, which explains why his model looks clean and smooth. Unlike him.



>>**RICHARD MELVILLE**
Why on earth would Rich willingly add hamster teeth to his own model? He didn't. We did. Oops.



>>**JON BROWN**
Now featuring 100% real human head hair. Was it worth incurring the bald patch? No, of course not.



>>**MARK ROBINS**
Mark's piece is entitled 'The Essence of the Sex Offender'. We honestly can't bear to look at it.



>>**JEFF BROWN**
The sunken-eyed offspring of Mr Peanut, Morrissey and Johnny Bravo. How very angular.

PlayStation 2



LETTER OF THE MONTH A LAUNDRY LIST OF GRIEVANCES

Dear PSW, as a long-time "Grant Nicholas", please allow me to address the following people: Wesley Smith (Issue #33) – nobody wants to hear you rave on about your disturbing passion for orcs. I always thought people who liked *Warhammer* were weird and this proves it. Joanna Blake (Issue #34) – blast you Joanna! It was you that unleashed this confectionery madness, which PSW now features monthly. Curse you! Carl Morgan (Issue #36) – I completely disagree with you. Caffeine & sugar gives you the boost to stay gaming longer, provided you don't go overboard which you probably used to do. It keeps you more alert and lets you hit those buttons faster. Issue #37 – Gary Cutlack, former member of PSW, replied to a letter from Mr. Michael Branton by saying, "Swap it for a copy of *Britney's Dance Beat* which you'll find easy." I've played this game and on its hardest setting it's more difficult than Dante Must Die mode from *DMC*, no crap. Jason Bexon (Issue #38, Miscellaneous cuts), guess your request didn't go ignored, as in Issue #39's DVD Graham Smith [the legend] included a *Van Wilder* trailer which had not one but two different women completely... topless. Thank you very much for allowing me to address all of the above.

Brian Kirwan, via email

It's an impressive 'shit list' you've compiled there we must admit, but in future we advise you to release yourself on a monthly basis, instead of bottling up your hatred and then pouring it onto our letters page all in one go. It's very bad for your guts. Still, for the fact that you waited almost an entire year before slamming Wesley Smith for his orc obsession, we award you with the letter of the month. Good work. **JB**



Xtreme Legends™

DYNASTY WARRIORS 3

The Warriors Return, and the Battle Rages On...

7 Untold Stories

Play as 7 fierce generals in Musou mode: Lu Bu, Diao Chan, Meng Huo, Zhu Rong, Zhang Jiao, Dong Zhuo and Yuan Shao. Completely revamped stages with new scenarios and events.

- Discover 5th Weapons and New Items!
- Four New Challenge Modes!
- New "Very Hard" Difficulty Level!
- Challenge Mode Ranking System!

Customise Your Bodyguards

Assign playable characters, including Lu Bu, as your bodyguards. Use Double Musou Attacks in a one-player game. Select the gender, uniform, and weapon for each guard in your unit.

**DW3
REMIX!!!**

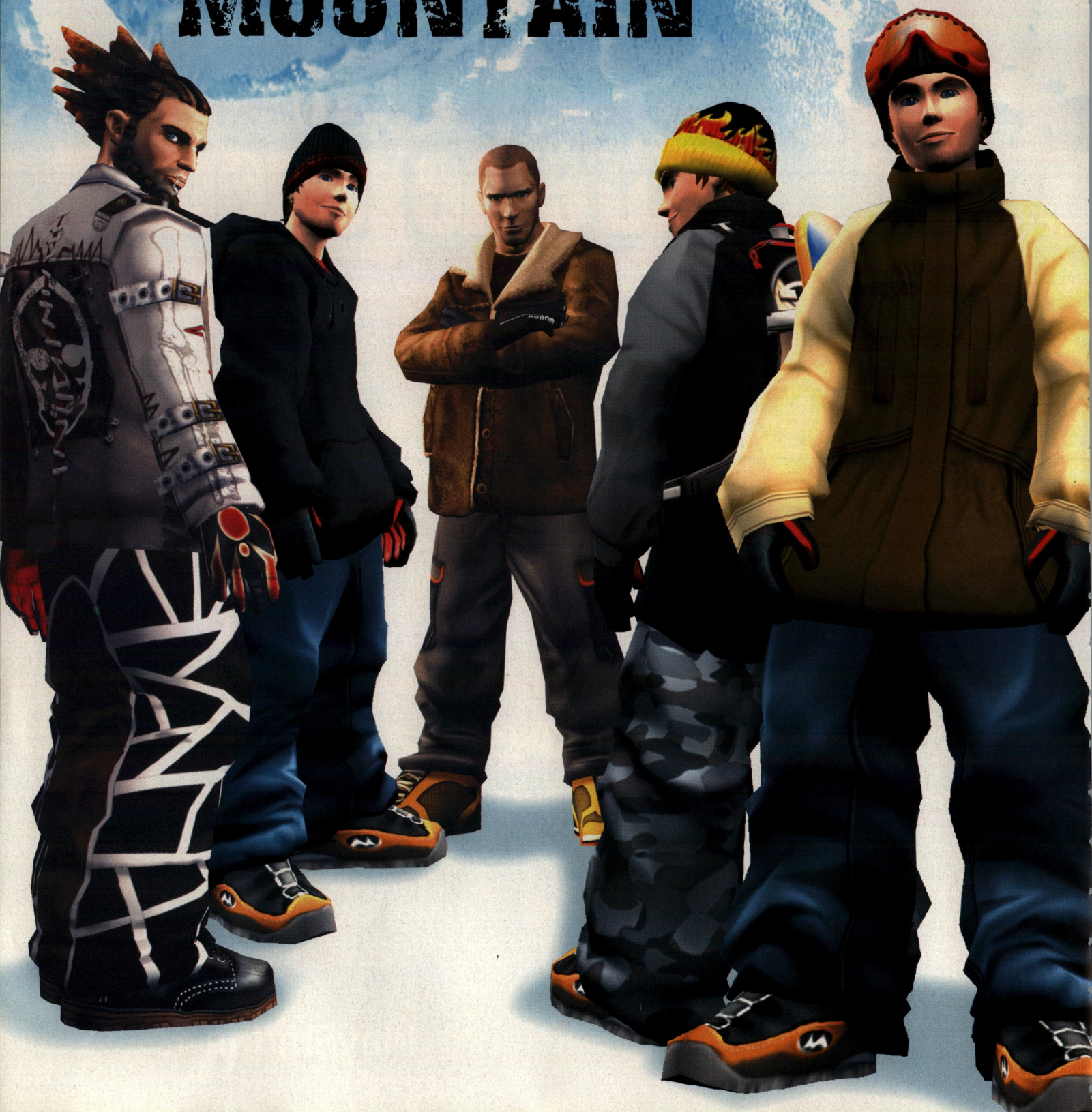
Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Saved data is fully compatible between both games.



PREVIEW

SSX3: OUT OF BOUNDS

GO TELL IT ON THE MOUNTAIN



SSX3

OUT OF BOUNDS

ETA
SEPTEMBER
2003

SIX FULL PAGES ON SSX3 AND NOT A SINGLE PUN BASED AROUND THE WORD 'PISTE'. NOW THAT'S SOME QUALITY JOURNALISM.

TYPE | SPORTS

PUBLISHER | EA

GAME GLANCE

/ Ride the whole mountain
/ Four all-new characters
/ Behold the Super Uber

PSW PROPHECY

BEST BECAUSE

- One bloody big hill
- More tricks, bigger tricks
- It won't hurt you

WORST BECAUSE

- It's out in September
- Which is ages away
- And we're bored

WE INVENTED SNOWBOARDING.

Not us personally granted, we're talking as in 'We, the video games industry'. We invented it because it perfectly suited our needs. Speed, glamour, danger, excitement, girls, boys, music, fireworks, jumps, falls, spinal injuries, spins, twists, twirls, sunglasses and pretty snow – it was a sport carefully synthesised under strict lab conditions to gently probe all our major erogenous zones. And then, in the late 1990s, as we collectively turned our backs for just a second to fix ourselves another Pig Lip Pot Noodle, a band of ageing media types with thinning hair and even thinner girlfriends hijacked our bandwagon and drove it all the way to the Alps, where they proceeded to actually do what we'd spent so long play-acting at.

Having observed this sorry state of affairs for a number of years now, PSW finally feels the

time is right for gamers to reclaim snowboarding, to grab it back with both hands from the 39-year-old coke-snorters currently filling alpine lodges Europe-wide with asymmetrical haircuts and faux-Celtic tattoos. What they fail to understand is that this isn't a sport that you're physically supposed to do. Not only is it dangerous, it's also expensive and exhausting. No, it's something you only *claim* to actually do, like cleaning 'under the hood' once a day and donating money to help the starving children in Africa. But you never actually participate. That's, like, the entire point. Duh-brain. Which is why we're demanding that snowboarding be returned immediately in full working order. Thankfully for us, *SSX3: Out of Bounds* is the older cousin who used to be in the Territorial Army that we're phoning to help us out.

SSX IS NATURAL, SSX IS FUN

We know can rely on *SSX3* because we go way back. We've got previous. A special relationship. History. You see *SSX* was the game we turned to on the launch day of the PlayStation2 when, sick and tired of playing *TimeSplitters* with friends,

we sought a sedative in software form to help ease our post-hype comedown. *SSX* was the game we showed to our friends and parents when they wanted to know why exactly it was that we'd spunked away a doorstep-slither of our wages on a black plastic thing that looked to the untrained eye like a cut-price Hungarian burglar alarm. And *SSX Tricky*, the remixed-special-edition-version-1.5-semi-sequel, was the game that brought us an emotional reunion with all faces and places we'd completely lost touch with a year down the line.

More than that, we know we can trust *SSX3* because past experience tells us that it'll be a game with no grander ambition than to tickle our fun button until we vomit joy-chunks all over our joypad. Forget about physics, forget about the laws of gravity and prepare to laugh heartily as you witness realism being beaten to death with a giant cartoon mallet. It's a game prepared to lay a bouquet of dead flowers on the grave of Isaac Newton with the message, 'U wuz rong' attached, and all in the name of showing you a good time. That's why we're relying on *SSX3*. That's why snowboarding is coming home.



SNOW MOTION We'll never tire of snow-based puns. Sorry.



LEAPS AND BOUNDS You have to work harder for the big airs.

PREVIEW

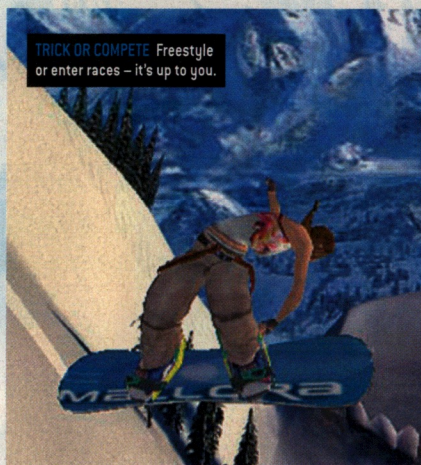
SSX 3 OUT OF BOUNDS



SNOW ONE HERE Certain stretches of the mountain are completely deserted.



CUT LOOSE Expect loads more shortcuts per course this time around.



TRICK OR COMPETE Freestyle or enter races – it's up to you.

When you answer the door, however, don't expect it to look exactly as you remember. Because EA Canada producer Larry LaPierre is determined to keep the series fluid and forward-moving, even if that means making wholesale changes: "It's a challenge to improve and keep fresh what we've done in the past. If we just iterate on the same game formula, eventually we'll wear it out. That's not our style so we're taking a few calculated risks." Bottom line: *Tricky* was a sequel in inverted commas, *SSX3* will be a full-blown follow-up, with all-new tracks, all-new characters, all-new moves, all-new game modes and an all-new online option.

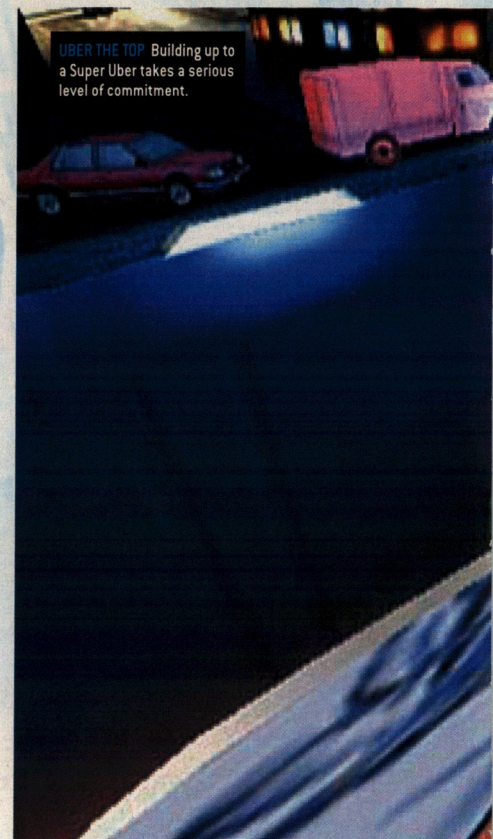
The most significant difference is that *SSX3* is based entirely on one large mountain, currently

known by the developer rather cleverly as the Big ****ing Mountain. Whereas in previous games you journeyed across the globe in search of the whitest snow and the steepest piste, taking in the sights of Tokyo, Hawaii and the east coast of the USA along the way, now you stay put within a single location, albeit one that spans an expanse of land that dwarfs the environments of *SSX* and *Tricky* put together. "There are three unique peaks that make up the whole mountain," asserts LaPierre. "You start on the lower peak, which is the first of three. You master each peak successively, ascending the mountain while opening up more competitions and unique areas."

It's all in accordance with Sequel's Law, which plainly states that all follow-ons must be bigger, better, prettier and – as our Canadian chum is all too aware – more open and less restrictive: "There are so many things to do in this world and the progression is so flexible that if you prefer racing you're in for a real challenge. If you prefer tricks, we've also improved that aspect greatly. And if you prefer to freeride and take on short mini challenges as you ride, we have that as well. Each of these paths will have you ascending to the peak for the ultimate ride." By



UBER THE TOP Building up to a Super Uber takes a serious level of commitment.



this, LaPierre is referring to the fact that once you've mastered Big ****ing Mountain in circuit-sized installments, you'll have the chance to ride the entire thing in one go, a feat that he predicts will take players around half an hour of solid boarding.

COURSE OF ACTION

The key to the initial success of *SSX* was the magnificent level design, which encouraged you to replay tracks over and over again until you'd smashed your way through every single one of the shortcuts on offer. We also liked the fact the routes were moderately lengthy, often taking you three or four minutes to hurtle, arms flapping, from the top to the bottom. So what can we expect this time? "I can confirm that the rides are all several minutes or longer. You have to think about it a little differently now. Once we put you into the mountain world you're there, you board everywhere, you open new areas and then you catch the lift back up the peak and go at it again. You haven't had an over-the-top ride



IT'S TRICKY, TRICKY, TRICKY

COMBOS-A-GO-GO WITH THE NEW AND IMPROVED STUNT SYSTEM.

Not only will *SSX3* allow you to pull off more spectacular one-off moves, it'll also assist you in linking together chains of moves for higher scores, as LaPierre is keen to point out. "You can combo the Uber moves and hold them as long as you dare. There are rail Ubers, there are nose and tail presses with a multitude of things you can string together from your nose or tail. The core tricks have been redone to give an even better feel." The fact that you can also perform hand-plants means you'll be able to drag those massive combos out for minutes at a time. It all sounds fantastic.



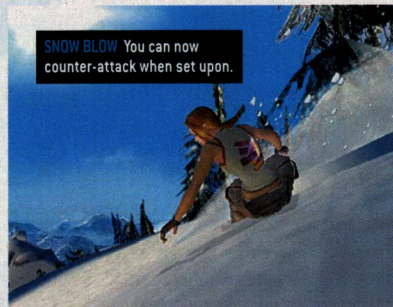
EXCITEMENT'S MOUNTAIN Win races, earn money, buy stuff.



ICE WORK A leading SFX designer helped create the new flicky snow.



SNOW BLOW You can now counter-attack when set upon.



TRACK RECORD The lack of level editor galls us slightly.



like this before." Apparently the shortcuts will be harder to find this time around. Not only that, a number of the hidden routes will only be accessible once you've completed the requisite Big Challenge, which, according to LaPierre, adds a layer of strategy to determining the best way down the Big ****ing Mountain.

Our only concern is that the courses will end up looking somewhat similar, if exactly not the same. Surely the only reason the first two games were spread out across the globe was to allow the developer to break out the crayons and colour its game from the broadest of all possible spectrums. Won't basing it in one location leave it looking a little... well white? Apparently not according to our source. The Big ****ing Mountain is to be divided up into 17 distinct sections, from "bustling downtown areas" to deserted back-country runs, where those who take a serious fall are destined to suffer long, lonely deaths. The varying weather conditions and the passage from night to day ensure that none of the courses will look the same.



ABOVE BOARD Linking moves together is easy. Sort of.

/ RIDING THE ENTIRE MOUNTAIN IN ONE GO WILL TAKE GAMERS AROUND HALF AN HOUR OF SOLID BOARDING /

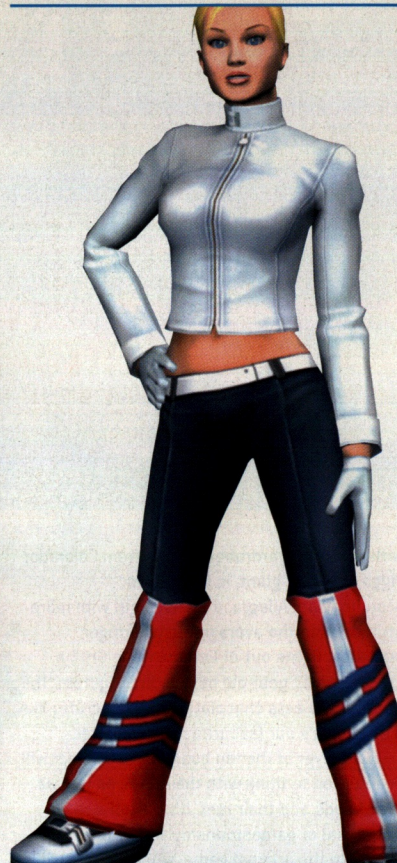
While we're on the subject of the tracks, wouldn't it be nice if *SSX3* allowed us to design our own courses, using an idiot-proof rubberised toolset based on the kit used by the developers? *Tony Hawk Pro Skater 4* did it, why can't *SSX3*? Then we could play *Out of Bounds* forever and we'd never have to buy another game again. Which, now we think about it, might partly explain the following company line: "We've looked at this a few times now. We compared what the user would end up with against us spending our time on other features, and the other features keep being more important. Our worlds are so complex and crafted it's tough to boil them down to 'pieces' that a user can put together to create a good experience. I'm sure we'll be looking at it again in the future though." It stands to reason. After all, you don't sell



TRICKY STYLE Here's hoping the soundtrack can equal Tricky's.

FOCUS ON... ELISE

MEET THE LONGEST-SERVING MEMBER OF THE SSX STABLE.



ELISE

PROFILE: An ex-model described by sources as Amazonian, which is a polite way of saying that she's got big knockers and a chunky bottom.

STYLE: Designer piste-wear, custom-made to complement her muscular frame.

AS A FRIEND: Stay out of Elise's way, refrain from causing her bodily harm, and she's one of the most loyal characters in the game. A good rider to have on your side.

AS A FOE: The flipside of this is that Elise can be extremely bitchy when crossed. Often she'll go out of her way to impede you, even if that means dropping back out of the pack.

someone a deep-fat fryer if you've been serving them chips every night for the last ten years.

TEAM LYCRA

OK, we've established the Where (the Big ****ing Mountain), we've established the Why (to get to the top of the Big ****ing Mountain) and we've established the When (*Out of Bounds*, out to buy in September). All we need to know now is the Who. *SSX3* has a total of ten characters, 60% of whom you'll have met before, 40% of whom are new to the series. So welcome back Mac, the turntablist with attitude, Moby, the true Brit, Elise, the Canadian with the tidy cans, Kaori, the cute Japanese girl, Psymon, the nut-job, and Zoe, the hard woman, while simultaneously waving good-bye to Eddie, the white man with the ginger afro, JP, the snooty Frenchman, and Marisol, the Hispanic chick with the big arse.

SSX has always been an equal opportunities employer, so it's no surprise that the four replacements drafted in hail from a diverse range of backgrounds. Nate, an ex-dirt-biker

ICE TO MEET YOU Two players can race online via the broadband adapter.



with fists like wardrobes, comes from Colorado; Viggo, a gentle-giant, is from parts Scandinavian; Allegra, a teenage girl with more attitude than the average Jerry Springer audience, fights out of Europe; while Griff, a precocious 12-year-old boy, is directly from 'The Streets'. He eats chocolate and he's scruffy like a tramp. He's our favourite new character.

Whichever of the ten boarders you select will be required to think with their fists, as well as their heads and their feet. It's part of a rich traditional of gamesmanship within the SSX circuit. In the original game, when within striking range of an opponent, it was possible to aim a glancing blow in their general direction with the intention of throwing them off course. *Tricky* took this idea and ran with it, introducing a system whereby riders remembered everything

you did and thereafter reacted either amicably or violently towards you depending on your actions. *Out of Bounds* pushes it further still by allowing you to block and counter moves as they're thrown at you. Hand-to-hand combat is still a very minor part of the game admittedly, and we've been informed that weapons are definitely a no-go, but at least when the time does come to engage a fellow rider in fisticuffs you'll have a bit more of a chance to defend yourself.

THE ÜBER ÜBER

The best way to beat an opponent will always be to out-race them, however, and performing tricks – and therefore building up your turbo bar – is an integral part of that process. The key question confronting LaPierre and his comrades when designing *SSX3* was as follows – how do we trump *SSX Tricky*, the game that armed the player the Uber Trick, a manoeuvre of astonishing athleticism and Olympian poise? After numerous brain-storming sessions and late-night arguments in the walnut-paneled boardrooms of five-star hotels, they settled on the following answer. Place the word 'Super' before the word 'Uber' and make the resulting trick slightly fancier and a touch more intuitive to execute. Allow LaPierre to fill in your blanks: "The new Super Ubers are broken into

/ THEY'VE PLACED THE WORD 'SUPER' BEFORE THE WORD 'UBER' AND MADE THE TRICKS SLIGHTLY FANCIER /

three levels, which means you'll have to earn the right to pull one off – first work through level one, then through level two, then finally through to level three. The bonus scoring is expanded and there are extra points for perfect landings and style. There are freestyle focused areas – superpipes, big airs and huge slope-style runs that have many unique lines. You'll spend days on any one just trying to find that perfect line." We'll give you a second to let all that sink in...

Another reason we loved *SSX Tricky* was the celebrity voiceovers. Macy Gray, Lucy Liu, David Arquette, Billy Zane, performance artist Jim Rose and Patricia 'I'm only semi-famous

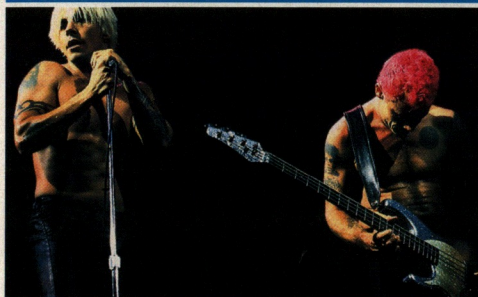
PIPE AND SLIPPERS The icy freestyle areas are there to be used and abused.



GOING DOWN Land straight and you'll accrue a higher score.

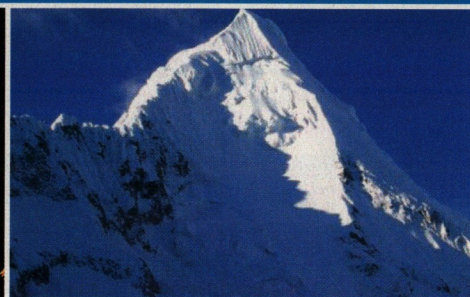
AND ANOTHER THING...

SCRAPS OF OTHER SSX3-RELATED INFO GATHERED TOGETHER TO FORM A SATISFYING WHOLE.



>> SOUNDTRACK <<

LIKE *SSX TRICKY*, *OUT OF BOUNDS* WILL FEATURE A MUSICAL SCORE PROVIDED BY A NUMBER OF LEADING ACTS. SO FAR, THE RED HOT CHILLI PEPPERS, THE CHEMICAL BROTHERS AND THE EXECUTIONERS HAVE ALL BEEN CONFIRMED.



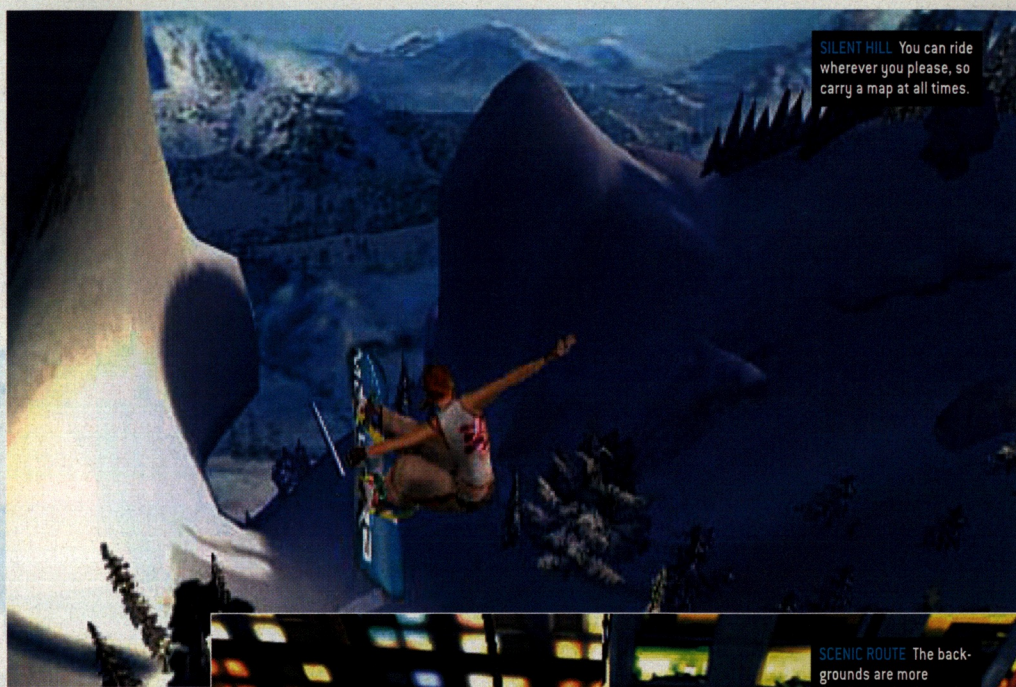
>> EXTRAS <<

EXCELLENCE IS REWARDED WITH COINAGE TO BE SPENT ON NEW EQUIPMENT AND MORE FASHIONABLE TRINKETS. THE ATTRIBUTES SYSTEM IS NOW DEEPER, AND YOU'LL BE ABLE TO RENAME MOUNTAIN PEAKS AS YOU CONQUER THEM.



>> GRAPHICS <<

EA BIG ENLISTED THE HELP OF AN UNNAMED OSCAR-NOMINATED EFFECTS GURU TO HELP INCREASE THE VISUAL RICHNESS OF THE GAME. HE EARNED HIS MONEY BY MAKING THE SNOW SPARKLE AND BY MAKING IT FLOAT ON THE WIND.



SILENT HILL You can ride wherever you please, so carry a map at all times.



SSX-RATED Prepare your hallowed copy of *SSX Tricky* for Computer Exchange.



SCENIC ROUTE The back-grounds are more detailed and animated.

therefore I require all the films I've ever appeared in to be placed in brackets immediately after my name' Velazquez (*The Mummy Returns*) all recorded audio clips for the game. Sure it wasn't a big deal, but, like a wink from the family doctor moments before he begins examining your anal cavity, it was a small gesture with the power to place everything around it in a completely different context. Suddenly we weren't just a loser holding a joystick, we were hob-nobbing it with the A-list, playing a game that at some point had rubbed up and down against beautiful, famous, rich, tanned women. These taunts and cheers, along with a monumental soundtrack, gave *SSX Tricky* a strong — dare we say it — fashionable identity. So what's in store this time around?: "The thing we are most interested in is getting the best personality performance for the characters. Sometimes casting celebrity talent can work against the character's own identity because the celebrity has such a strong image themselves. If

the character doesn't match that image it likely won't work." We couldn't agree more, but we want names. Jennifer Garner? Avril Lavigne? Adam Woodyatt? Captain Beefheart? Come on, spill 'em: "Hmm. Good suggestions. We're in discussions with a few celebrities, but there's nothing to announce just yet." Oh, just tell us....

WHITE PHONE LINES

All that remains then is to detail the multiplayer aspect of the game, which, depending on whether or not you've pre-ordered the broadband adapter, is either at end of this feature because it's the most amazing aspect of *SSX3*, therefore the headline act, or because it's largely insignificant, therefore treated as an afterthought. LaPierre [the more times we type it, the more we wish our surname was LaPierre]

/ YOU'LL SPEND DAYS ON ANY ONE COURSE ATTEMPTING TO FIND THE PERFECT RACING LINE /

told us in strictest confidence that a two-player online game will complement the traditional split-screen head-to-head mode. It's unclear at present how many computer-controlled riders you'll be able to compete with, though considering that a large percentage of you won't be ready to hook-up to PS2 Online by the time *SSX3* launches, that hardly seems relevant. Those interested in net play have the option there if they want it. That's the important thing.

We won't know until September if *SSX3* is the game we hope it's going to be. But the sweet part is, the months between writing this and finding out are to be filled with summer holidays, girls in short skirts and drinkies out on the veranda. By the time your suntan has begun to fade, just as the school year has rolled back around, as the days gradually become shorter, *Out of Bounds* will be ready to alleviate those autumn blues. It's all too perfect.

/ JON BROWN



TALK SPORT Expect a host of big-name celebrity voiceovers.



HANDS UP... If you've got all of five seconds left to live.

FIRST OPINIONS

PSW

SSX3 promises to be the five-star sequel that *SSX Tricky* so very nearly was. Large-scale changes made to the structure in addition to the gob-full of spit and polish applied to the stunt engine could make *Out of Bounds* a very real candidate for the best game of the year. Stick with PSW to see how this one pans out come the snowy season.

Create the characters. Enjoy the chaos.



PlayStation®2

© 2003 Electronic Arts Inc. Electronic Arts, Challenge Everything, The Sims, EA GAMES, the EA GAMES logo, Maxis and the Maxis logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA GAMES™ and Maxis™ are Electronic Arts® brands.



Then get out of the madhouse! Living with your nagging mum isn't easy. So it's time to spread your wings as a Sim on Playstation 2. You'll need to find a job and a new place to live, so why not make it a bachelor pad and find your soul-mate while you're at it? Arm yourself with the arsenal you'll need to succeed: a strip poker table, a nice stereo, and if you make it to level five, the all-powerful 'Love Tub'. Play head-to-head or go solo in the level based mission and unlock new items and other goodies. And look out for the Monkey Butler who'll pander to your every whim. Create and control your cast of characters in The Sims™ on Playstation 2. It's what your thumbs are for.



www.thesims.uk.ea.com



ETA
SEPTEMBER
2003

ALIAS

TV'S SEXIEST STARLET COMES TO PS2 COURTESY OF ACCLAIM'S PULSE-POUNDING ALIAS LICENCE. LET'S GIVE A WARM, PSW GREETING TO THE LOVELY JENNIFER GARNER.

TYPE ACTION ADVENTURE

PUBLISHER ACCLAIM

GAME GLANCE

/ Sydney Bristow on PS2!
/ Mix of stealth and combat
/ There're gadgets and mini-games aplenty

SEE IT ON DVD

/ Glamorous costumes
/ High-velocity combat
/ Ms Garner looking fine

PSW PROPHECY

BEST BECAUSE

▲ It really looks and feels like the television show
▲ The split-screen stealth mode is a novel idea

WORST BECAUSE

▼ We've seen lots of stealth and action games before
▼ Could still fall foul of the curse of the TV licence

HERE AT PSW, WE'RE NATURALLY CAUTIOUS

people. We look both ways before crossing busy roads, we always keep a damp cloth next to the chip pan in case of fires and there's not a thing we don't know about the use of novelty prophylactics. So when we heard that Acclaim was trying to create a game based upon one of the most complex, entertaining and strong female lead-featuring TV shows around, our natural reaction was to curl up into a ball and expect yet another gaming disaster. After all, the PS2 version of James Cameron's *Dark Angel* was the joypad-flavoured equivalent of poking yourself in the eye with a sharp stick while the fight-heavy *Buffy* game did us all a favour by not even bothering to come out on PS2 in the first place. Cue slack-jawed looks of amazement in the office then because, much to our surprise, *Alias* actually looks like being a very promising prospect indeed.

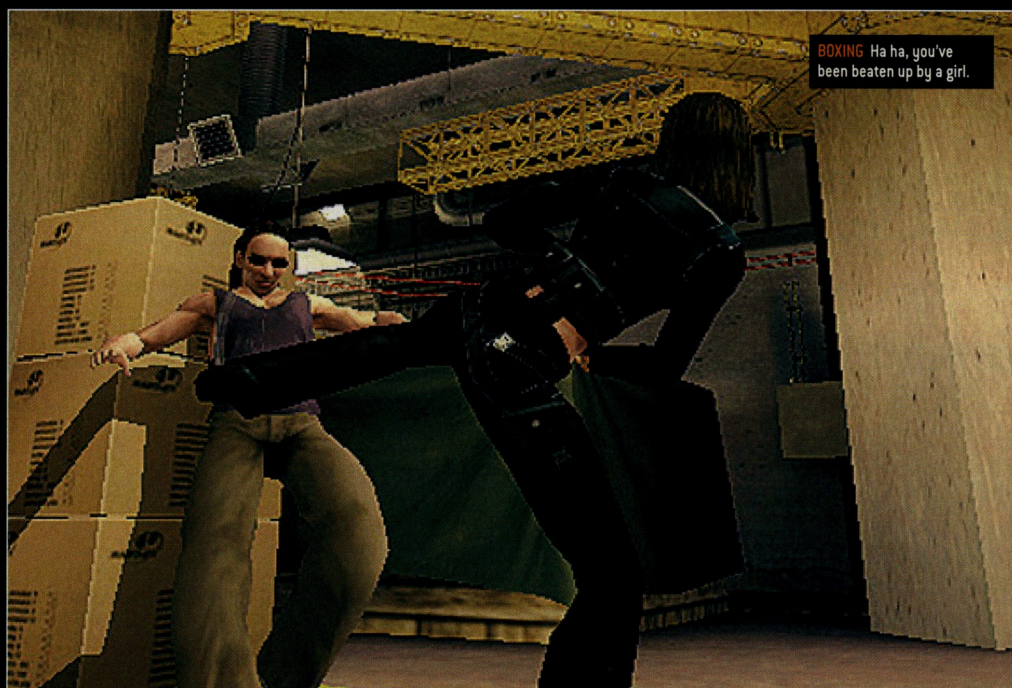
For those not in the know, *Alias* is one of those ultra-slick, American action drama shows featuring dozens of twisting plotlines, plenty of explosions, and Glamorous Hollywood starlet Jennifer Garner as the grad student-come-covert

secret agent-come all-round ass-kicking heroine Sydney Bristow. We could go into further plot specifics (we won't – we'll let the informative cast panel over the page do that for you), but suffice to say Sydney spends plenty of time jetting round the world, infiltrating secret bases and beating up bad guys in her role as a double agent for both the CIA and the sinister criminal organisation SD-6.

COSTUME PARTY

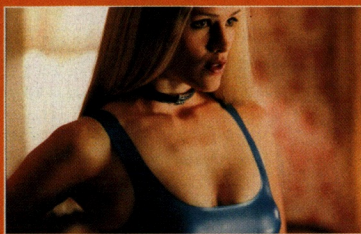
OK, so with a work resume like that we're expecting something along the lines of *Metal Gear Solid*'s stealth, *Splinter Cell*'s high-tech gadgetry and the fast paced, martial-arts combat of the latest *Tenchu* game. Wisely, that's exactly what Acclaim has done, but rather than presenting a mish-mash of half-thought out ideas, glossed over with a flashy licence, *Alias* manages to present a really solid action adventure, all in its own right.

One of the main reasons for this is the incredibly strong link Acclaim's programmers have maintained with the makers of the show, resulting in a game that plays out exactly as a >



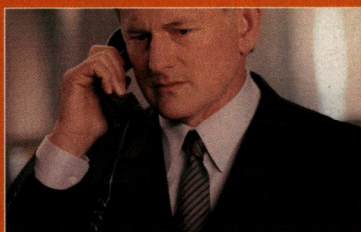
DON'T KNOW YOUR ALIAS FROM YOUR ARSE?

WE INVESTIGATE ALIAS'S MAIN PLAYERS. THERE ARE OTHERS. BUT WE COULDN'T FIT THEM IN.



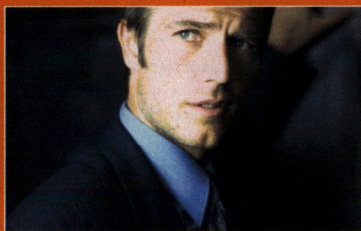
SYDNEY BRISTOW:

Recruited by criminal agency SD-6 while in college, thinking it was part of the CIA. Found out the truth behind SD-6 when her fiancé was murdered. Now a double agent for the real CIA.



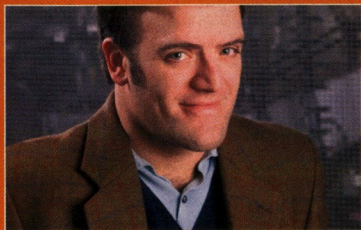
JACK BRISTOW

The only other SD-6/CIA double agent known of and, coincidentally, Sydney's father. Maintains an edgy relationship with his daughter as she blames him for the death of her mother.



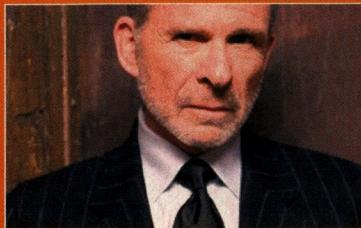
MICHAEL VAUGHN

Sydney's main contact in the CIA, and on-off love interest. Vaughn's father was also a CIA agent, but was killed by Sydney's mother (who was actually a secret KGB agent).



MARSHALL FLINCKMAN

Sydney's gadgeteer and one-time agent of SD-6. He's the comedy side-kick and a purveyor of geek-chic. If there's any kind of technical problem at hand, Marshall is there to help.



ARVIN SLOANE

The sinister head of SD-6, Arvin is a close friend of Jack and Sydney's Godfather. He's also a passionate collector of the works of the mysterious medieval prophet Milo Rambaldi.



SYDNEY OLYMPICS She's got a gold in stealth. And for her arse.



/ SOMETIMES EVEN THE BEST COVERT AGENT HAS TO PUT THEIR MARTIAL ARTS TALENTS TO THE TEST /

fan of Alias would expect it to. The script, written by the creators of the show, ties in closely with current events – expect one of the characters introduced in the game to make a significant impact in the show at a later point – and all the stars, including Ms Garner herself, have pitched in to provide voiceovers for the characters within the action.

In keeping with the feel of the show, there are a wide variety of beautifully detailed locations to travel through, such as high-rolling casinos, Middle-Eastern archeological dig sites and the odd underground laboratory or two. Sydney adopts a new, undercover 'alias' for each, meaning we can expect an equally exotic assortment of costumes. Again, Acclaim has kept things authentic by recruiting the talents of the actual costume designers behind the show, and fans can look forward to all manner of new looks for the intrepid Agent Bristow – the silver cocktail waitress dress being an instant favourite that springs to mind.

Even so, just looking and sounding like the TV show isn't enough to impress us alone. The gameplay has to match the aesthetics and

currently things are looking pretty sound in this department as well. Taking control of Sydney is very much as you'd expect, with the usual stealth elements – ducking, sneaking, using the handily placed cover to conceal your presence – all present and correct. As you progress, you're constantly updated with new mission objectives from Sydney's contacts, CIA man Vaughn and tech-geek Marshall, via your ear-piece radio.

Talking of technical jiggery-pokery, as with any modern-day spy, Sydney is able to supplement her guard avoiding antics with the latest in high-tech gadgetry. Although not quite as hardcore as *Splinter Cell* in this respect, Sydney still sports an assortment of infrared goggles, lock picks and computer hacking devices, many of which require you to complete a mini-game to use. For example, using the lock pick causes the game to switch to a kind of 24-style split-screen affair, with one half showing Sydney desperately trying to unlock the door via careful tweaks of the analogue stick, and the other covering the ever-nearing presence of the approaching security guard. It's an idea we've not seen much of before and as a tension-mounting device it works perfectly.

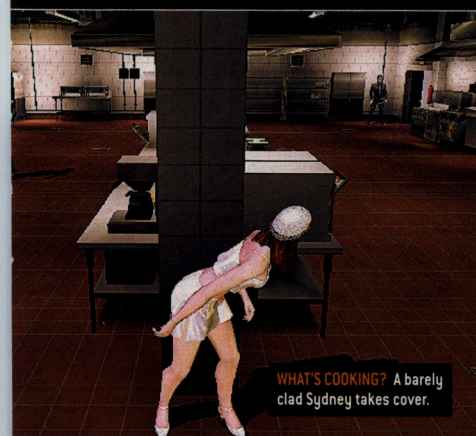
THE LADY'S GOT 'TUDE

Sometimes though, there comes a time when even the best covert agent has to desist from sneaking about, usually when some eagle-eyed Charlie spots your very shapely butt poking out from behind a wall, and it's here you'll be able to put Sydney's martial arts talents to the test.

Again, Acclaim isn't scrimping on design and Alias's combat is packed with plenty of spectacular looking moves and combos. From simple punches to the more acrobatic cartwheel kicks and throws, there's a real sense of Sydney's freestyle approach to fighting throughout the 1,000 or so moves on offer. Even so, in keeping with her non-aggressive approach to work, many of these moves err towards the side of counters, blocks and takedowns, her trick of disarming a guard and then turning his own gun against him being a good case in point. And although it's fair to say that some of the moves we've seen lacked a proper sensation of weight – something that will no doubt change as the game approaches its autumn release date – it all feels responsive and the simple targeting system



NIGHT NURSE It's the perfect opportunity for a Nurse's outfit.



WHAT'S COOKING? A barely clad Sydney takes cover.



YOU AIN'T SEEN ME, RIGHT? Stay hidden, stay alive.

means that the gameplay doesn't get too confusing even when two, three or more enemies try to attack at once.

Another aspect of the TV show that Acclaim has been keen to bring over into the combat is Sydney's propensity for improvisation, whereby anything she manages to lay her hands on suddenly becomes a weapon of much skull-splitting potential. Whether it's a broomstick, a hammer, or a carelessly discarded set of Elvis Presley coffee table coasters (we made that last one up by the way), each level features numerous hidden items that can be picked up and swung about, with each style of weapon offering a different range of moves for Sydney to exploit. Some weapons even change their form as they break up through overuse, so a long stick can be used to attack enemies at a distance, but given enough punishment it will split into two smaller sticks, each capable of dishing out yet more skin-splitting damage.

AH, BRISTOW!

Whether you approach the game from a sneaky, stealthy point of view or from a more combat-oriented stance, each of the game's six missions offers multiple routes through and Acclaim is hoping that fans of the show will enjoy the prospect of replaying to discover new ways of completing Sydney's assignments. That said, even if you're not a follower of the show there's still plenty here for fans of stealth-based action adventure titles to follow. And while many



HIDE AND SNEAK That's one guard who's going down today.



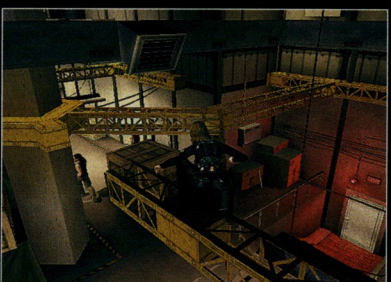
SHOCKING Who been misusing the electric chair again?



BALANCING ACT Don't look up guard, please don't look up guard.



MENAGE A TROIS Sydney's the meat in a thug bread sandwich.



VIEW WITH A REAR Clearly Jennifer Garner's best side.

aspects of the game will be familiar, there are plenty of extremely cool new touches to enjoy, not least of which are the excellent split-screen moments where the surrounding guards can be seen creeping up on Sydney's position (how long before we see this clever effect in every stealth game going?). Also looking good are the fun mini-games such as the lock picking and the lie detector fooling test, and the ability to use anything that comes to hand as a weapon.

If everything turns out to be as polished and compelling as the TV show on which it's based – and the close ties Acclaim has with the cast and producers indicates that it will – the video game version of *Alias* could turn out to be exactly what TV licences have been waiting for.

/ MARK ROBINS

FIRST OPINIONS

PSW

Pleasantly surprised: that's our honest first opinion of *Alias*. With shoddy TV licences ten a penny this could easily have been yet another example of lazy programming relying solely on the name of its star alone. Happily, it's not, and it even manages to feature some fresh ideas among the admittedly standard stealth and fighting elements. With a start like that who knows how impressive the final result could be?

TALKING ALIAS

WE CHAT WITH ACCLAIM CHELTENHAM'S CREATIVE DIRECTOR NICK HARPER.

PSW: HAS HAVING A WELL-ESTABLISHED TV SHOW AS A BASIS TO WORK ON BEEN AN ADVANTAGE?

NH: Well it was easier for us to work out what we had to put in the game and what it was supposed to look like, so visually it's very straightforward. You also know what the gameplay is going to be like because you want to make it play like the show. Luckily it's a TV show that lends itself to being a game quite well. As developers though, we lose some creative input.

PSW: IS THERE ANYTHING YOU SUGGESTED FOR THE GAME THAT THE PRODUCERS OF THE SHOW SAID NO TO?

NH: Not really. Strangely enough the producers had loads of ideas that they couldn't put into the show for production reasons and they thought that because this was a video game we could put them in. They had all sorts of really grand ideas (explosions and earthquakes and buildings falling down!) and we had to tone them down to try and fit them into the game.

PSW: THE TV SHOW IS RIFE WITH SEXUAL TENSION BETWEEN SYDNEY AND VAUGHN. CAN WE EXPECT TO SEE ANY KIND OF 'UNDERCOVER' SITUATION BETWEEN THEM IN THE GAME?

NH: Well the dialogue has been written by the show's scriptwriter so the rapport between the characters will be in there, but one thing we didn't want to focus on was the romantic side of the show. This is a video game and we think that most video game players would probably get a bit bored with that kind of thing. Besides, we didn't want to include a huge amount of cut-scenes to try and explain all the love triangle situations of the show. There is a mission though where Sydney has to rescue Vaughn.

PSW: HOW MUCH DID YOU HAVE TO EXPLAIN TO THE SCRIPTWRITERS WHAT YOU WANTED FOR THE GAME?

NH: Quite a bit. They wanted to tie the game into the TV series so the first version of the story they gave to us was far too much like a TV script. There wasn't much that the player did and there was loads of what would have to be turned into tedious cut-scenes. We had to write back and say you need to reduce that and increase the player interaction and they were quick to pick it up. It was very much a to and fro process.

PSW: WILL THERE BE ANY REAL FOOTAGE FROM THE SERIES IN THE GAME?

NH: We considered it, but the producers didn't want any footage from the show in the game. To be honest, I think from a game point of view it looks a bit detached when you cut from game characters to actors – it looks a bit weird.

PSW: WOULD YOU SAY THERE'S MORE FIGHTING, OR MORE STEALTH TO THE GAME?

NH: There's more stealth and exploring than fighting. If you have stealth as a gameplay element, you inevitably try to avoid fighting so what we tried to do is have areas where you're required to fight (like the boss sequences) and other areas where you have to be stealthy and careful about how you move round. These are the area where the guards will have guns! We're trying to capture the essence of the show: she sneaks about, she infiltrates hidden areas, she uses gadgets... then there's a big fight at the end.

PSW: ARE YOU NOT WORRIED ABOUT WHAT SOME OF THE MORE OBSESSIVE ALIAS FANS WILL THINK?

NH: From our point of view we're trying to make Sydney as lifelike and as like the character in the show as possible. On the visual side, I think we've got somebody who looks pretty much like Jennifer Garner and the voiceover will add to that character. We're trying to make a game that stays as faithful to the show as possible, so if we do upset any fans, apologies for that!

PSW: DO YOU GET TO PLAY AS ANY OF THE OTHER CHARACTERS FROM THE SHOW?

NH: No, you're only ever Sydney throughout. We did think about having a Jack Bristow mode, which was going to be more of a gun-toting thing, but we decided it was best to focus on Sydney and get that spot on. If we've got time at the end then maybe we'll think about adding it.

PSW: ANY PLANS FOR ANY MULTIPLAYER OR ONLINE OPTIONS?

NH: Not at the moment, but maybe if we have any time at the end.

PSW: WHAT ARE YOU MOST PLEASED WITH?

NH: I think the graphics are the most astounding part of the game so far, definitely. We're really concentrating on the combat and the artificial intelligence of the bad guys at the moment, and if we can get those two things working well then that would really supersede the graphics. At the end of the day, the graphics are the eye-candy to draw you in and get you excited, but if it doesn't play well then people are really going to be put off.

"JAK APPEARS TO HAVE FINALLY GONE PUBIC"



ETA
DECEMBER
2003

JAK II: RENEGADE

JAK AND DAXTER GROW OLD DISGRACEFULLY. A GAME FOR YOUNGER BROTHERS ONLY? NO WAY.

TYPE | PLATFORM

PUBLISHER | SONY

GAME GLANCE

/ More than 75 missions
/ 17 playing areas
/ Added swearing

SEE IT ON DVD

/ Jak's new weapon
/ Daxter comes of age
/ Hot-wiring motors

PSW PROPHECY

BEST BECAUSE

- ▲ It's like the first one, only bigger
- ▲ You can drive cars
- ▲ It sounds a bit like *GTA3*

WORST BECAUSE

- ▼ Danger it could take itself too seriously
- ▼ Bound to make our fingers hurt for a while

PLEASE FORGIVE US FOR OUR

sweeping and slightly inaccurate caricatures, but *Jak and Daxter* was childcare [ie aimed at small people who laugh at the word 'botty'] whereas *Jak II: Renegade* is manware [ie aimed at big people with insurance policies, aftershave and leather wallets]. How did we arrive at such a conclusion? Because we've carefully examined the material released to us thus far, using highly advanced skills of analysis that only a fresh memory of yesterday's episode of *Diagnosis Murder* can bring.

Exhibit A is the name. It's *Jak II: Renegade*. The 'Daxter' has been dropped, presumably on account of the fact that it sounds like it refers to a small furry cartoon creature. Which of course it does. Or did. Then there's the decision to go with a roman numeral 'II' instead of a plain old number '2'. As you may or may not know, only adults understand roman numerals. Exhibit B is the fact that both Jak and Daxter have aged considerably

since we saw them last. Jak appears to have gone pubic – listen to his booming voice for proof of that – while Daxter now litters his patter with the mildest of mild cuss words. Developer Naughty Dog clearly felt it was time for their kids to grow up, and what better way to hurry that painful process along than by teaching them to how to swear? Parents, take note.



JAK YOUR BODY Daxter has to get off his arse this time around.

Exhibit C is the large amounts of gun usage featured in the game. Whereas in *Jak and Daxter* part one you dispatched enemies by twirling like a baby hurricane, now you pull out your piece and reduce key bodyparts to a thick, meaty paste. The gun in question belongs to Jak and can be upgraded from a shotgun to a machinegun, from a machinegun to a chain gun and from a chain gun to a grenade launcher. This alone ups the ante beyond the reach of your average six-year-old child.

ANGRY YOUNG MEN

While we're on the subject of the combat, exhibit D is that the cuddlesome animals you tangled with in the original game have been replaced by baddies in a stern-faced human form. It's all part of a concerted drive to make the game environment more believable, which it is, due to both this and the fact that the streets are now far busier and far grubbier. The game world is massive, and by massive we mean MASSIVE in

THE NEW BITS

THINGS HAVE CHANGED A BIT SINCE THE FIRST JAK AND DAXTER. PSW SHOWS YOU HOW...



SHOOT TO THRILL

Weapons are a central part of *Jak II*, so get ready to spend plenty of time at the shooting range. Note the laser sight on Jak's morphing gun.



DAXTER SPIRIT

He might've seen his name removed from the title, but this time around Daxter plays more of a leading role. He's been given his own set of levels and everything.



THE FUZZ! SCARPER!

Like *Vice City*, horse around too much and you'll find yourself surrounded by policemen. Lay low for a short while and your wanted rating will drop.



I'M ALRIGHT JAK

Collect enough power-ups and you can turn into Dark Jak, an invincible electro-warrior capable of frying anyone foolish enough to invade his personal space.

capital letters. Try 24 times the size of the playing area in part one. We wanted to put MASSIVE in a bold font for extra emphasis but the designers wouldn't let us.

Which in a roundabout kind of way brings us onto exhibit E, the fact that our hero can now drive any of the vehicles to be found lining the streets. After undertaking a basic hijack, Jak can swerve recklessly in the motor of his choice until such time as: A) the cows come home, B) the pigs start flying, or C) he drives into a lamppost and the engine stops working. The more we go on, the more we become aware of the similarities between *Jak II* and *Grand Theft Auto III*. Just an observation folks.



CHILD-PROOF You wouldn't think it, but *Jak II* is more adult.

Exhibit F is the storyline, which weaves together a number of very important adult themes, from the dangers of capitalism (the future state in which *Jak and Daxter* arrive is ruled over by a small number of super-rich magnates) to the manifold moral quandaries involved in the testing of new scientific processes on defenceless animals (Jak gets arrested early on and becomes a human blotting pad in the laboratory of an evil mob boss). It's not exactly heavyweight stuff admittedly, but from the opening cut-scene onwards you get the sense that *Jak II* is taking itself slightly more seriously than its predecessor. The good news is it's still fairly funny.

POLICE AND THIEVES

Our final piece of evidence, exhibit G, is that *Jak II* players will be held accountable for their actions. Why? Because Naughty Dog – law-abiding citizens that they are – has created a highly disciplined police force to rule over their crime-ridden virtual city. Get caught attempting to steal a set of wheels and any officers in the area will be all over your arse like a pair of tight-fitting underpants made entirely from soggy newspaper. Remember the time you posted that electricity bill for your Nan when her leg was playing up? That's the level of

responsibility you'll need to maintain here for hours at time. Daunting or what?

We'll admit to being slightly concerned that the adultification process will see much of the happy charm of the original darkened and smeared somewhat, particularly when people associated with the project are talking about, "Jak's conflicts as a protagonist". But then if we learnt anything from the original it's that sometimes you've just got to forget all your worries to listen to the words of the furry creature sat parrot-like on your shoulder. And at present ours is saying, "Relax my friends. *Jak II* will be so good that goat's milk will dribble from your nipples." He's been drinking all day you know. Even still, he's probably right.

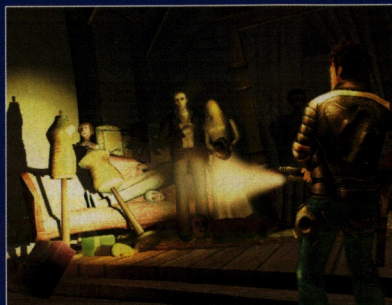
/ JON BROWN

FIRST OPINIONS

PSW

Forget the change in tone for a second. The fact is that everything we liked about *Jak and Daxter* – the free-roaming nature of the play, the mini-games, the fact that you never had to suffer a loading screen – will be incorporated into *Jak II*. Naughty Dog may be interested in taking the series to a new audience, but they certainly haven't forgotten about us die-hards.

"GHOUL FACES IN PACKS OF JAMMIE DODGERS"



GHOSTHUNTER

HE USED TO BE AN INSPECTOR AND NOW HE'S PART-SPECTRE. LIFE'S RICH TAPESTRY EH?

TYPE | SURVIVAL HORROR

PUBLISHER | SONY

GAME GLANCE

/ Hunt down ghouls, ghosts and possibly the odd pixie
/ Be prepared for shocks
/ Like a tiny PS2 ghost train

FSW PROPHECY

BEST BECAUSE

▲ Chock full of spectral ghostly goodness
▲ Eerie environments and unusual foes

WORST BECAUSE

▼ Has to be scary to work
▼ Just a bit too technical for our liking
▼ Lazarus has hair problems

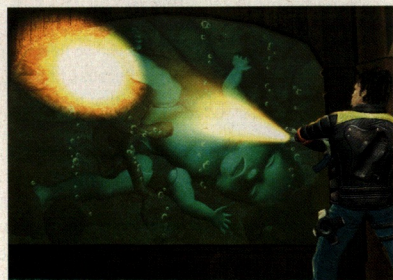
IT'S ABOUT TIME WE GOT SOME decent survival horror in. What with our massive *Silent Hill 3* review on page 70 and our group test of survival horror games on page 120, it'll become increasingly obvious to the discerning reader (that's you, sir) that somebody needs to take a firm hand with this wayward genre and bring back the sort of brown trousers terror that we used to love. Could *Ghosthunter* be the game to do it? Made in the heart of England – surely the world's most spook-infested country – by the Sony team who brought you *Primal* and the PSone *MediEvil* games, it's the story of one man's fight for the right to bring the pain on a whole bevy of spooks.

Here's how it happens: Lazarus Jones, a Detroit cop who's therefore presumably hard as nails, is on patrol with partner Anna Steele (great movie names, no?) around an abandoned school where a Columbine-style massacre once took place. Stumbling on a mad ghost research lab, they inadvertently set free a whole maelstrom of supernatural chaos. Steele is abducted by one of the ghosts and the rest fly off around our beautiful world to do their spectral stuff. It's up to Lazarus to journey round, picking them off with the help of the ecto-gun, the only way he can destroy the ghosts at first. Cue survival horror action with a twist. Instead of running like mad

from the fiends, you'll seek them out and exterminate them. Who you gonna call?

THERE'S SOMETHING OUT THERE

We've looked, and there's whole cable channels called things like Discovery EduTainment: Spooks and Boggles or SpectreVision that survive on screening blatant lies by attention-seeking pensioners claiming to have seen elves in the dahlias and ghouls in packs of jammie dodgers. But the ghosts in *Ghosthunter* are of a different order. They're not just odd shapes seen in mirrors after one too many dry sherries. To quote *Ghostbusters*' Egon Spengler, they're free-roaming, full-torso, vaporous apparitions. And they're mad. All sorts of odd types show up, from your average chain-rattler to giant supernatural



GIANT BABY ALERT Just hope it doesn't throw up or... you know.

serial killers to inanimate objects possessed by poltergeists with the power to inflict physical harm. The potential for creepiness is high.

Classic horror films are the inspiration here, which we, with our tiny memories, choose to interpret as eighties horror films. So (as you can read in our exclusive interview over in the 'High Spirits' panel) there's no oh-so-trendy gritty brown here *a la Silent Hill*. Instead there's an almost neon palette of latex-era ghostliness, with all manner of snot green and entrail red, as well as that cool spectral blue that we associate with films like *Poltergeist* and, dare we say it, *Ghostbusters*. This doesn't mean that *Ghosthunter* is going for some sort of cartoon style, though. It's just a nice change from the muddier-than-thou look of recent titles.



ONCE A COPPER He was a 'tec, now he's an exorcist.

TWO OF A KIND She's spirited away after this.



HIGH SPIRITS

JAMES SHEPHERD, CREATIVE DIRECTOR OF GHOSTHUNTER, PASSES ON SPECTRAL WISDOM



Hopefully, it'll evoke the combination of fear and excitement we used to get when we snuck downstairs to watch video nasties in the middle of the night. Bless our little cotton socks.

REND-A-GHOST

At the heart of your search will be the original ghoul who perpetrated the school massacre and is now on the loose. You'll have to journey to different locations, following rumours of new spirits and terrible hauntings to find him, along with Steele and the scientist who created the ghost-container and the ecto-gun. Although it sounds pretty dour, we're promised some trademark humour to lighten things up – but knowing this lot, it'll be of the decidedly dark variety. Suits us just fine. What remains to be seen is just how good the gameplay is. Survival horror titles have a habit of de-emphasising running and fighting in favour of long cut-scenes about mysterious origins and odd puzzles. This could be the chance to change all that.

The term Sony are bandying about to talk about *Ghosthunter* is 'survival horror evolved'.

Quite what this means we're not sure, but we'll be happy if it just means a break from all this endless key-hunting and puzzle-solving. New ideas come in the form of the way you catch ghosts. It's themed around the hunt. Due to being permanently grafted to a supernatural entity when his partner was stolen away, Lazarus can see into the spirit world. You track ghosts patiently, waiting for them to settle into recognisable patterns before jumping out, scaring the unliving crap out of them, and zapping them away with your spookinator.

But there's a flip side – some ghosts hunt you too. You'll have to watch out constantly for evil ghouls as they sense your presence and gang up on you to wipe you out. Expect more gameplay variation than your usual survival horror too, including mad levels that appear to warp in size before your very eyes, shrinking you and growing everything else. We're talking giant babies here. Giant babies! That's a genre by itself, surely. Anyone for the 'maxi-babe 'em up'? No? Suit yourselves. Nobody appreciates us.

/JOFF BROWN

PSW: You've gone from the comedy horror of *MediEvil* to the gothic stylings of *Primal* and now *Ghosthunter* bends even further towards the macabre. Been feeling a bit depressed and evil lately?

JS: Never felt better to be honest. I get all of 'the sickness' out by making macabre games. For me, games development is just a form of therapy.

PSW: The enemies certainly look very strange – they're a far cry from the sort of thing we usually see in survival horror games. What has influenced you when creating the scary oddballs?

JS: I work closely with my lead artist, and we follow a few basic rules. One – we like to add a simple twist to everything the player has seen before. Two – we wanted to make a game where the programmed effects, and the artists' models were combined to produce monsters that had never been seen before on any games console. Three – we wanted to make a game, which brought together all of our favourite horror films to life. *Texas Chainsaw Massacre*, *Hollow Man* and *The Thing*.

PSW: Alright, 'fess up. What would you say is the scariest scene in the game currently?

JS: So far, I'd have to say the interior of De Montford Mansion in the Louisiana Swamps level. It has all the atmospherics, music and sound effects in place. Twisted corridors filled with crying ghost children, it still gives me the creeps and I know where all the ghosts are hidden.

PSW: Survival horror games are quickly becoming formulaic – 'find the key, get scared by the giant spider and then open the door for another mindless cut-scene conversation.' How will the level design of *Ghosthunter* be any different?

JS: Interesting point, I feel the same way about the majority of games. In *Ghosthunter* the player progresses by capturing ghosts, there are no keys at all. This is only one of the differences: The graphics aren't all a uniform muddy brown. The camera isn't fixed. The enemies and gameplay are incredibly varied. And there's still that dash of macabre humour that every game I've worked on contains.

PSW: Do you believe in ghosts?

JS: I believe there's things beyond human perception, but the only spirits I believe in come in bottles....



BIG GUY You'll need more than an ecto-gun for this loser.

FIRST OPINIONS

PSW

It's a great concept, because ghosts are underused these days in favour of all those shambling zombies. With only the game makers' imaginations setting the limit to the ghastly goings-on, this could be a sterling title worthy of the sort of high score we gave its big sister game *Primal*. But it's not going to be easy to pull off a survival horror game this ambitious. We'll keep you informed.

"MORE UNDEAD SHOOTING THAN IN THE TV SHOW"



MR MULDERVATOR Dwarf hunting in Red Square?



HELP THE AGED Mum, leave the zombie alone!



THE X-FILES: RESIST OR SERVE

ETA
JULY
2003

THINGS ARE GETTING STRANGE, WE'RE STARTING TO WORRY. THIS COULD BE A CASE FOR MULDER AND SCULLY. AND GUESS WHAT? THEY'RE ALMOST HERE.

TYPE SURVIVAL HORROR

PUBLISHER VIVENDI

GAME GLANCE

/ Like playing the TV show
/ With all-new scripts
/ And much more gore
/ Shocks aplenty

NOT THAT WE'RE CONSPIRACY

theorists or anything, but there's a case for arguing that *The X-Files* was basically a live-action survival horror game. Think about it. It's got it all: supernatural terror, a male and female protagonist (who are constantly separated...), a government conspiracy, evil corporations, odd camera angles, incomprehensible dialogue... chuck in a few zombies and a statue puzzle or two, and you'd be in *Resident Evil* territory.

All of which actually bodes pretty well for this *X-Files* game. Because, yes, it's a survival horror title. And yes, it features the two proper *X-Files* stars rather than bland new characters. Perhaps best of all, it's scripted in the style of three all-new *X-Files* episodes, each one connected and forming your classic edge-of-your-seat, to-be-continued three-parter.

The plot appears to resemble the 1998 *X-Files* movie a touch. The story begins when the FBI duo are called to investigate the spooky town of Red Falls. There's ghost sightings everywhere. Harmless on their own, of course, but someone's

also perpetrating serial-style killings — not so good. Could they be related? It's up to you to discover the secret of the Black Oil, a mysterious and possibly alien-made substance which has some very peculiar and dangerous properties. To solve the mystery, you end up investigating a sinister laboratory in Siberia, and then make your way inside a buried alien spacecraft (presumably playing only as Mulder, or does Scully believe in aliens now? We stopped watching years before it finished).

Oh, and there are zombies, too: mutilated virus-riddled cannibal corpses that carry meat-cleavers and dash at you, trying to rip open your belly and feast on your steaming flesh. They're proper survival horror flesh-eating monsters. Stars from the defunct show like Skinner, the Cigarette-Smoking Man and the Lone Gunmen all turn up at various points. Facial animation, which has been the downfall of many a movie-based game before, is looking okay, but still needs a lot of tweaking before we'll be fooled into thinking we're watching telly. The team behind the game made the *Knockout Kings* titles, so if they can

recreate Muhammed Ali they can certainly manage David Duchovny. Even the TV show's sound department has created proper dynamic soundtracks to up the mood of suspense.

To bring all this off, there are fully-functional 3D environments, some of them surprisingly large, and much more emphasis is on shooting the undead through the skull than in the show. So it really does look like *The X-Files* is taking its cues from *Resident Evil* this time...

/ JOFF BROWN

FIRST OPINIONS

PSW

At the moment, we can't see any reason why *Resist or Serve* shouldn't be a great game. It's got a ton of great people behind it, from actors to developers, and it has *The X-Files*' mature and chilling mythology to back it up. As long as the gameplay continues to get refined before release, we reckon we'll be well up for enjoying this slice of retro-telly horror action. From behind the sofa, of course.

MARS NEEDS YOU

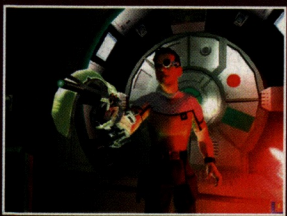
**YOU ARE A ONE-MAN ARMY
WITH RADICAL TACTICS
TRAINING AND YOU ARE GOING
TO NEED IT! ALIEN INVADERS
HAVE OVERRUN OUR MARTIAN
COLONY AND WE ARE SENDING
YOU TO STOP THEM.**

VISION MODES INCLUDING:

- **NAVISCAN (GREEN)** SHOWS MAPS REPRESENTING THE TASKS YOU MUST ACCOMPLISH
- **THERMOSCAN (RED)** ENABLES YOU TO SEE THROUGH WALLS AND DOORS
- **ELECTRO (BLUE)** IDENTIFIES INTERACTIVE DEVICES BY A BLUE GLOW
- **BIOSCAN (PURPLE)** IDENTIFIES ALL BIOLOGICAL ITEMS AND BODIES

BIO-MECHANICAL ARSENAL:

BIO-MECHANICAL ARSENAL BUILT INTO RIGHT ARM, INCLUDING GRAPPLING HOOK, GRENADES, AND FLAMETHROWER.



RTX RED ROCK



PlayStation 2

© 2003 LucasArts Entertainment Company LLC. All rights reserved. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. RTX Red Rock is a trademark of LucasArts Entertainment Company LLC. "PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc.



"HOOKERS WILL BE DOING DOUBLE TAKES ON YOUR ASS"



TAKE HIM AWAY The chef faints at the sight of a pay dispute.



KERB CRAWLER If pedestrians are too slow, shoot them.



TRUE CRIME: STREETS OF LA

SAY HELLO TO HOLLYWOOD AND HOWDY TO THE MOB, PIMPS, HOOKERS AND HOBOS.

TYPE	ACTION ADVENTURE
PUBLISHER	ACTIVISION
GAME GLANCE	
/ 120 missions	
/ 400-square mile map	
/ 35 vehicles	
/ 15 guns	

IN EXACTLY THE SAME WAY THAT *The Getaway* dumped you in the seedy gangster-filled back streets of London, *True Crime: Streets of LA* unveils the crack-riddled projects and sprawling freeways of Los Angeles. As the first proper *GTA* clone to make an appearance on PS2, expectations are high. The game hits the shelves in September, arriving a full year before the next instalment of *GTA* is due. Will it leave *GTA: Vice City* for dead, bleeding in the gutter or will it go the way of *The Getaway*, offering glitz but no gameplay?

Rather than have you prance around as a suit-wearing ponce with a pistol, *True Crime: Streets of LA* gives you the role of a ruthless cop armed with everything from an AK47 to a pair of stolen uzis. Using *Vice City* as a template, the game packs in more extras than a Hollywood film set. With a game map almost double the size of *Vice City*, it's surprising to see that the setting looks visually superior in every way. Bullet time shoot outs, complex melee combat and hectic car chases are designed to make *GTA* devotees sit up, pay attention and realise how much fun *Vice City* would be if it was set in a real city like LA.

LA LA LAND

From the very beginning, LAPD wildcard Nick Kang is given a brief to beat the mob, handed a sports car and issued with a trusty Glock .45. Meatier weapons are gained by killing criminals and taking

firearms into police custody. *Lethal Weapon* style cut-scenes provide an equal balance of comedy and carnage and there's no denying that cruising through Santa Monica in a drop top feels infinitely more cinematic and glamorous than *GTA*. Voice actors include Gary Oldman and a team of seasoned gangster actors which will be unveiled in the run up to release. Famous landmarks lurk around every corner, such as the accuracy of *True Crime: Streets of LA*. It's possible to visit movie scene streets from *Pretty Woman*, *Beverly Hills Cop* and *Charlie's Angels* within minutes of turning on your engine. Even LA's most famous English theme pub turns up. Sadly it's not possible to go in, order a pint of Harp and play some 'arrows' while leering at busty blondes like a tanked up Essex lad.

Hand-to-hand combat is based around face-cracking martial arts moves and once you've got a gun, enemies can be held and used as bullet shields while you take pot shots at their mates. When enemies become airborne, Kang can juggle opponents against



ROUND THE BEND Kang staggers away from the bar, pissed.

PSW PROPHECY

BEST BECAUSE

- ▲ Looks better than *Grand Theft Auto: Vice City*
- ▲ It's set in Los Angeles and not London

WORST BECAUSE

- ▼ The soundtrack is 100% hip hop
- ▼ It isn't out over here until September

LA CONFIDENTIAL

PSW POINTS OUT THE PEOPLE THAT YOU WILL MEET IN LA.



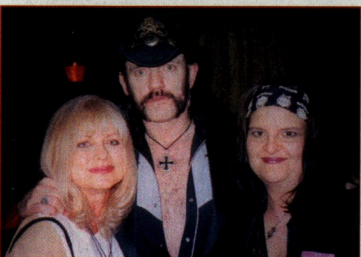
>> TRAMPS

Frequently seen sleeping by the beach, sipping cappuccinos and smoking crack. Like being on holiday while on the dole.



>> BEACH BABES

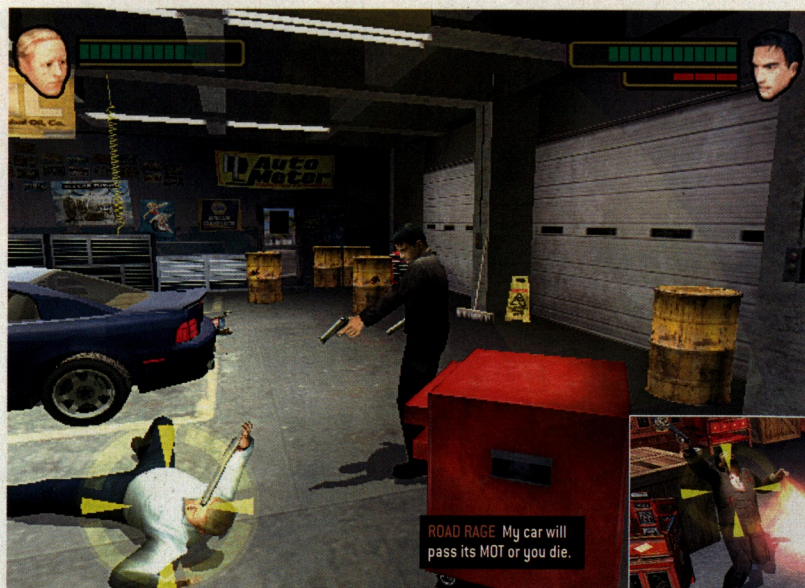
They have fake breasts, they sunbathe topless and they sometimes play volleyball. But 'they' do not want 'you'.



>> LEMMY

The ugly Motörhead wartface has a flat in Santa Monica and strolls around the city looking for groupies past the age of 55.

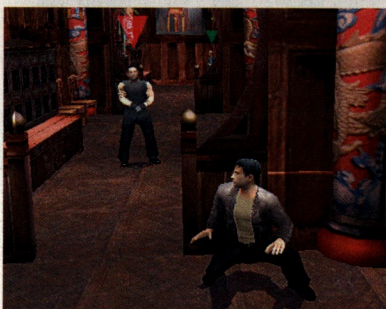
walls and drop them on a wad of splinter-laden boxes. One particularly gruesome scrap in a garage sees Kang pummel an enemy into submission, place him under an elevated car and then crush him with the flick of a switch. Another indoor fight scene involves the traditional mob hangout of a walk-in restaurant freezer in which you have to blast mobsters hanging from rotating meat hooks. The gunplay continues when speeding down the freeways and in another Woo-inspired moment, you can actually spin against other cars like in *Mission Impossible 2*, while popping caps into enemy vehicles. Dedicated car combo moves mean you can perform flawless U turns or even hop up on two wheels to speed between lines of traffic, evade enemy fire and weave through a back street slalom course of dustbins and tramps. If the action becomes violent and things get messed up, the LAPD is always on your side and turns a blind eye to speeding, accidental drive bys and the



ROAD RAGE My car will pass its MOT or you die.



REMAIN SILENT A cavity search proves depressing.



SPACE CADET The anti grav switch caused problems.



STRAIGHT TO THE HEART Kang gives the LAPD a bad name.



MAXIMUM PAYNE Haven't we seen you somewhere before?

occasional, but acceptable, hazard of flipping a dawdling pensioner over the bonnet of a Ferrari 360 clone. Yes, the cars aren't real, but they are as close to the real thing as you can get, minus the badge. Developer Luxoflux has confirmed that boats, helicopters and bikes will eventually be present alongside more bizarre hidden vehicles. Like planes with the ability to drop bombs.

CITY OF ANGELS

All that remains to make *True Crime: Streets of LA* a real gangster thriller is the sound track. Getting in a vehicle triggers an explosion of chassis shaking west coast hip hop. Speed along the beach with stereo pumping, roof down and Uzi at the ready and hookers will be doing double takes on yo' ass faster than you can shoot them in the legs. The aim is to wipe out the mob and become a hero, but shooting pedestrians and sniping tramps is still just as much fun.

/ RICHARD MELVILLE



FIRST OPINIONS

PSW

Competing with *GTA* is no easy task. *The Getaway* had a good stab, but didn't come close to recreating the free roaming fun of gangster gun fights in 80s Miami. *True Crime: Streets of LA* unashamedly admits to the grand theft of all *Vice City* ideas, but manages to provide deeper combat, slicker visuals and the biggest mix of game styles ever witnessed by PSW. We can't tell if it's better than *Vice City* just yet, but one thing is for sure – *The Getaway* will be swimming with the fishes come September.

"LEARN TO TRUST YOUR FELLOW MAN"

MOVING TARGETS The number of foes depends on how many humans are playing online.



ETA
SEPTEMBER
2003



OMEGA DRIVE Expect the age-old SF blend of all-out action and carefully considered sneak play.



"YOU'VE GOT SOMETHING ON YOUR TIE" Creating a diversion for your allies is an art within itself.

SYPHON FILTER: THE OMEGA STRAIN

PSW SIFTS THROUGH THE BIGGEST ONLINE GAME YET FOR TRACES OF THE FUTURE.

TYPE	ACTION
PUBLISHER	SONY
GAME GLANCE	/ Play online with friends / Hundreds of weapons / Create your own spy

THOUGHTFULLY, WE'VE PLACED

the one thing you should take from this preview in the shopping trolley position directly by the entrance.

And here it is – you can play *The Omega Strain* online with three friends you don't want to physically sit with. Reason enough to begin flexing your pleasure muscles in expectation of the full-on workout to come, surely. OK, simmer down Single Player, for you shall be catered for too, so long as you can accept the fact that

unless you invest in a broadband adaptor, you won't see everything that the inaugural PS2 *Syphon Filter* game has to offer.

But that's for later. First, a summary of the series so far for the benefit of those of you turning up late. The words 'Syphon' and 'Filter' denote a game running at full pelt down the dividing line that separates Action from Stealth. So it is that previous instalments have been half *Vice City*, half *Metal Gear*, and always well received. *The Omega Strain* sticks religiously to this winning formula for obvious reasons.

A BRIEF WORD ABOUT THE STORY: MYSTERY

And onto the breaking news that Gabe Logan, the potato face of the previous three games, is to take a backseat for *The Omega Strain*, presumably on account of the fact that he's getting on a bit and doesn't quite understand the concept of the internet. In Gabe's place stands a character entirely of your own design, equipped with any number of the 100+ weapons in the game, then customised with items you've unlocked. Once fully-formed, your rookie

operative proceeds to work upwardly through the ranks of his department, earning promotions based on speed, stealth and the number of civilian casualties incurred during manoeuvres.

When playing with partners, *The Omega Strain* is an entirely different proposition. Not only will you find the level of artificial resistance quadrupled to compensate for the increase in manpower, you'll also soon discover that you can only access certain areas if you have an ally to hand willing to offer you a good old-fashioned

PSW PROPHECY

BEST BECAUSE

- ▲ There's no 1 in team
- ▲ The team works
- ▲ Going solo is unsociable and can cause chafing

WORST BECAUSE

- ▼ You'll need to be online
- ▼ Gabe's getting old
- ▼ The naftest name since God created 'Dean'



ONLINE OF SIGHT The single-player game has to be solid.



DON'T BE GABE Create a character without a stupid name.

FACT FILTER More weapons, bigger levels, harder henchmen.



IT'S STRAINING MEN Tokyo is one of the few locations we can confirm at present.



bunk-up (NB: this may not be the same good old-fashioned bunk-up you remember if you've ever appeared in a *Carry On* film). A mastery of the 'Buddy Jump' is hence crucial, explaining why you'll need to keep in almost constant contact with your pals through the SOCOM headset.

The most effective tactic when playing as a team is to divide the level into equal slabs and then work the old 'divide and conquer' routine. Any gangs with a gamer going spare should assign someone to act as bait, to be known thereafter as the Dead Man Walking. By strolling through the streets of *Syphon Filter* in tap shoes while whistling loudly, it's possible to attract heat away from the rest of the team and thus sacrifice your own life for the good of the whole. It's a noble way to go, and if you're really rubbish at games, this is you. Get used to it.

COMMANDO OMEGA

In terms of style, *The Omega Strain* is similar to games like *Project Eden* and *Commandos 2* in that the central idea is to co-ordinate the efforts of your troops in a bid to complete a shared goal. The main difference here is that whereas before you either had to rely on your PS2 to steer the

team members not directly under your control, or – more painstakingly still – flick around and command them all one at a time, now you can leave it up to living, breathing, belching humans. Whether or not this makes play any easier depends entirely on how strong your faith is in intelligence of your fellow man. For the record, *PSW* isn't so sure. Only this month a grown man whose entire bottom lip was buried under an avalanche of Quaver crumbs accosted us in the street and asked us if we'd like to touch his abscess. Maybe Gabe's right. Maybe we were better off when we all played games alone.



"I'M HAVING MY TEA NOW" Always keep teammates up to date.

TEAMWORK IT OUT

THE PSW GUIDE TO WORKING AS A UNIT.



1. THE BUNK-UP

■ WHAT YOU DO

Find a particularly high wall and form your hands into a U-shape.

■ WHAT YOUR ALLY DOES

Places his foot in your hands and uses you as a human stepladder.



2. THE SUBTLE DIVERSION

■ WHAT YOU DO

Make as much noise as possible to distract the guards from their posts.

■ WHAT YOUR ALLY DOES

Takes advantage of the absence of the sentries to sneak past unnoticed.



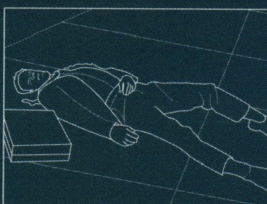
3. THE CONTROL FREAK

■ WHAT YOU DO

Fight up to the control room in order to open doors and flick switches.

■ WHAT YOUR ALLY DOES

Locates the door you've just opened and barrel-rolls through it.



4. THE GRAVE DIGGER

■ WHAT YOU DO

Locate a dead team member and rifle through their pockets.

■ WHAT YOUR ALLY DOES

Remains still as the blood drains from their head onto the floor.



5. THE SHOULDER TO CRY ON

■ WHAT YOU DO

Just be there to offer emotional aid when it all goes wrong.

■ WHAT YOUR ALLY DOES

Lays his head on your shoulder and cries like an injured baby.

Even still, there's more to it than online play. The 13 playing areas are over twice as large as those featured in the original, the character animations are the most impressive we've seen since we last watched a video of a real person and, for all our cynicism, the storyline sounds pretty decent. Another boast currently swelling the press release to A3-size is that the enemy forces are to act as a team, communicating to each other as a pack to bring you down. Sounds nice, but considering that this promise has been broken more times than Britney's virgin seal, we'll hold judgement for the time being.
/ JON BROWN

FIRST OPINIONS

PSW

Part three aside (which we don't really count anyway) we've always been impressed by the *Syphon Filter* games, and the more we play *The Omega Strain*, the more we're convinced that there's no danger of this changing any time soon. So long as the single-player matches the multiplayer game in terms of depth and longevity, all will be well. Soon see.

'RUBBING UP AGAINST GIGGSY'



CELTIC PASSION Alan Thompson demonstrates his footballing talents.



DO THE BART MAN It's another save from baldy.

ETA
SEPTEMBER
2003



REAL TALENT Figo shows us why he's the man. All hail Luis!

CLUB FOOTBALL

FORGET SMALL BOYS IN THE PARK AND JUMPERS FOR GOALPOSTS
— NOW YOU REALLY CAN PLAY WITH YOUR FOOTBALLING IDOLS.

TYPE SPORTS
PUBLISHER CODEMASTERS

GAME GLANCE
/ 17 different versions
/ Memorabilia to unlock
/ 'Be' in your favourite team

PSW PROPHECY

BEST BECAUSE

- ▲ The players look like the real thing
- ▲ The 17 different versions is a nice idea

WORST BECAUSE

- ▼ We don't expect it will worry PES2
- ▼ There's a distinct lack of game modes

IF THERE'S ONE THING WE'VE learnt from every Shakin' Stevens-style Elvis wannabe it's that it's nigh on impossible to improve on perfection. You can look like it, move like it — hell, you can even surgically alter yourself to be more like it — but you can never beat it. So bearing this in mind, how does Codemasters' brave foray into the world of footie games, *Club Football*, hope to compete with the all-conquering might of *Pro Evolution Soccer 2*?

Simple, you look for the one angle that *PES2* doesn't have and you exploit it for all you're worth. In this case it's *PES2*'s lack of any kind of official link to the sport and *Club Football* hopes to take advantage of this with 17 (yes, 17!) different, officially licensed versions of

the game, all based on some of the biggest football clubs in Europe.

What? You want to know what the clubs included are? Oh, go on then... Deep breath... There's Arsenal, Aston Villa, Chelsea, Leeds United, Liverpool, Manchester United, Celtic, Rangers, Borussia Dortmund, Hamburg, Bayern Munich, Ajax, Real Madrid, Barcelona, AC Milan, Internazionale and Juventus. Phew.

What's most impressive about *Club Football* is the way the license has been used to cram just about every facet of each club into the game. Every first team member has been accurately modelled down to their very last nose hair so that in terms of how the players look, *Club Football* outdoes both *PES2* and *FIFA 2003*. Then there are the stadiums, which are so accurate down to the very last detail that if you're a regular visitor to Old Trafford or Highbury, or whichever featured club you follow, you could probably pick out your own season ticket seat if you tried.

In terms of game modes, *Club Football* offers both a 'Domestic Season' option, allowing you to play against the other teams in your club's home league, and a European 'Super League', which expands on the format used by the Champions League, although there's no 'actual' Champions League as such. The licensing only stretches so far you know.

Where *Club Football* is going to come under closest scrutiny, however, is over how it plays

and we're still not convinced that it has the balls, so to speak, to take on the might of *PES2*.

Intuitive and deep are the words being bandied about by Codemasters central and that should come as good news to those of you who still insist on choosing *FIFA*'s immediately accessible yet somehow shallow approach to the beautiful game above the more simulation based *PES2*.

As a package for the frighteningly obsessive football fan though, *Club Football* should offer plenty of fun. Good performances in the game reveal club-themed memorabilia such as classic footballing video clips and there's even the chance to create a player in your own likeness. Just imagine it: you too could be rubbing up against Giggsy's hairy shoulders! Who knows, it might even outsell *FIFA*. Football, eh? It's a funny old game!

/ MARK ROBINS



SAUX PREDICTABLE It's got booking written all over it.

FIRST OPINIONS

PSW

Club Football is full of nice touches for fanatical fans to enjoy — the realistic players and stadiums in particular — but until we've fully got to grips with the game itself, it's hard to give a full judgement. The lack of games modes might cause problems, and there's no Newcastle United included either. Still, maybe we'll see more next season?

"The most anticipated
videogame in history"
PSM2 Magazine

www.thematrix.com
www.enterthematrixgame.com

ENTER THE MATRIX™

1 hour of unique never-seen-before Matrix™ movie footage
Battle along side the original motion picture cast

Written and Directed by the Wachowski Brothers, the creators of the Matrix™ trilogy

OUT 15 MAY



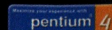
PlayStation 2



Enter The Matrix © 2003 Infogrames, Inc. under license from Warner Bros. All rights reserved.

Published and distributed by Infogrames Europe S.A. Infogrames and the Infogrames logo are registered trademarks of Infogrames Europe S.A. All other trademarks are the property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation and are used under license from Microsoft. TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

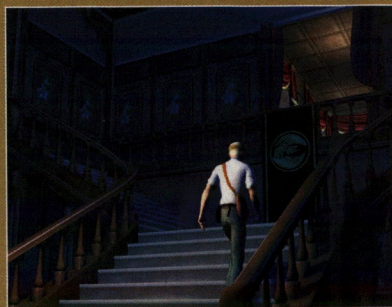
TM & © Warner Bros.
WB E LOGO™ & © Warner Bros.
(493)



'STARING DOWN THE BARREL OF A PSYCHOPATH'S GUN'



ON THE EDGE Things don't start promisingly for hero George.



WHAT IS THE SLEEPING DRAGON? Answers on a postcard please.



BROKEN SWORD: THE SLEEPING DRAGON

AS WHIP-CRACKING AS INDIANA JONES AND AS BRAIN-TEASING AS COUNTDOWN — ADVENTURE GAMES COME OF AGE IN THE NEW *BROKEN SWORD*.

TYPE	ADVENTURE
PUBLISHER	THQ
GAME GLANCE	
/ Third instalment of the <i>Broken Sword</i> series / Brain-challenging puzzles / Rip-roaring adventure!	

FSW PROPHECY

BEST BECAUSE

- ▲ It's still got that hand-drawn look
- ▲ A plot more gripping than a grizzly bear hug

WORST BECAUSE

- ▼ The pace of play may not suit everyone
- ▼ Newcomers have plenty of plot to catch up on



WITH HIS DIRTY WHITE SHIRT

and leather bag slung across his shoulder, George Stobbart is the very model of a modern day Indiana

Jones. Strapped on board a 30s style propeller plane as it picks its way across the steaming jungles of North Africa, he seems even more like the legendary archaeologist, but George is no Indy and it's wits, not whips, that are his weapon of choice. After all, when you're caught in the middle of an electrical storm at 20,000 feet it's hard to see how a kinky S&M tool can really be of any help, especially when a direct hit from a bolt of lightning sends George's plane into a rapidly descending freefall.

One tense crash scene later and George is left counting his blessings — he may have crashed into the jungles of the Congo, but at least he's still alive... or is he? Something's not right and one quick glance out the window reveals George's worst fears: the plane has landed on the edge of a cliff and is gradually losing balance, second by second veering closer to oblivion. To make matters worse, the pilot has been knocked

unconscious during the flight and the only objects of use lying around are a heavy crate and a bottle of beer.

NICO TO SEE YOU, TO SEE YOU NICO

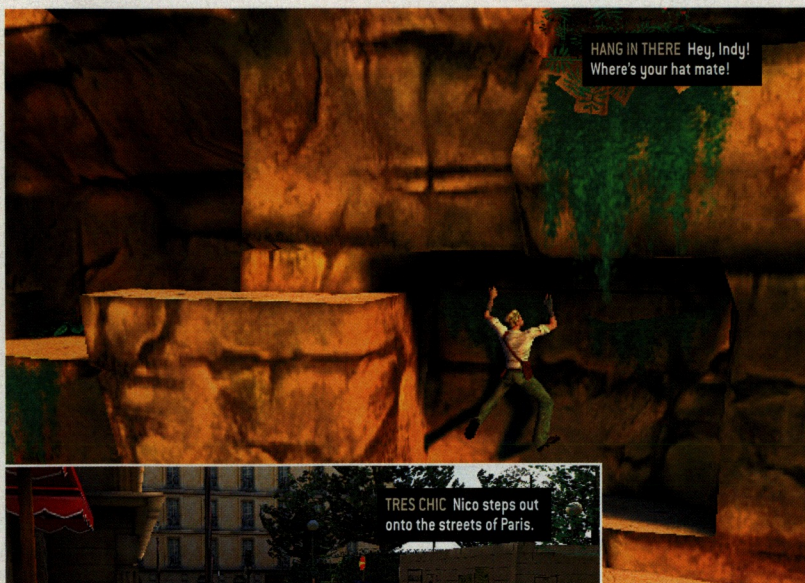
And so the scene is set for the return to one of adventure gaming's best loved series. Originally appearing on both PC and Sony's ageing PSOne the *Broken Sword* games mixed beautiful hand-drawn 2D graphics together with well-crafted brain teasers and rollicking good storylines. Pleasingly, the third, and concluding, instalment of the series, *The Sleeping Dragon*, maintains this delicate balance of story, puzzles and superb graphics and wraps it all up in a crisp, three-dimensional pastry. It is to the adventure genre, if you will, what 24 is to television: fresh, exciting and thoroughly absorbing. A new head on old shoulders and all the more appealing for it.

But what about George? Time is running short and the plane is already slipping downwards.

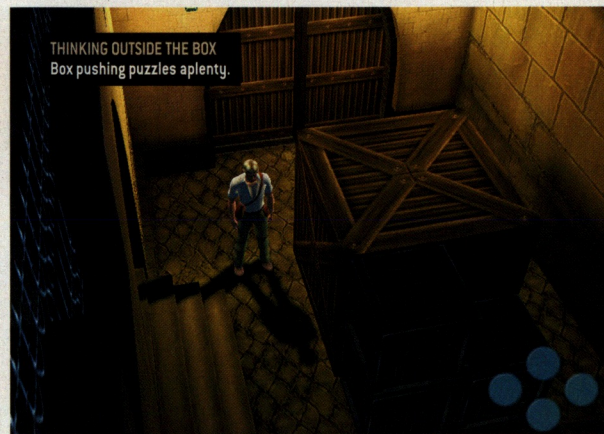
First things first: the unconscious pilot. George can't risk carrying him for fear of the plane losing balance, but luckily the pilot is

Australian and one quick whiff of the outback smelling salts later (in other words, the waft of beer from the bottle) and he's suddenly more awake than an insomniac on an amphetamines overdose. But the plane is still overbalanced, so George must carefully push the crate just far enough down one end of the plane to balance it, then he and the pilot can escape out the back and down the cliff. Simple! Not really. Seconds after George and his friend begin making their descent the plane finally overbalances and tumbles down after them. Is this the end for our intrepid hero?

...And cut to a leafy Paris suburb as George's photographer girlfriend Nico arrives at the apartment of a prominent computer hacker. She's there to interview him about the mysterious Voynich Manuscript, an ancient text written in an undecipherable code, but as she steps up to the front door a gun shot is suddenly heard from inside. Desperately Nico tries to open the door, but it's locked and the would be assassin can already be heard making his (or her!) escape. What is Nico to do?



HANG IN THERE Hey, Indy! Where's your hat mate!



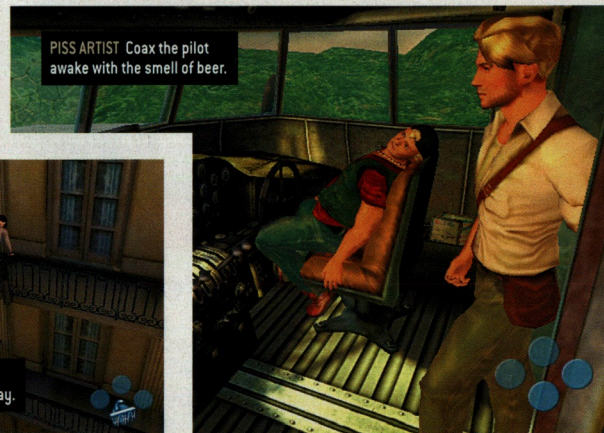
THINKING OUTSIDE THE BOX Box pushing puzzles aplenty.



TRES CHIC Nico steps out onto the streets of Paris.



ACTION LADY Burglary was always easier during the day.



PISS ARTIST Coax the pilot awake with the smell of beer.

PREVIOUSLY ON BROKEN SWORD

MISSED THE ORIGINALS? CATCH UP WITH OUR HANDY SUMMARY



BROKEN SWORD: SHADOW OF THE TEMPLARS

American tourist in Paris George Stobbart is caught up in a dangerous chase across Europe after a group of powerful people, who claim to hold the secret power of the mystical Knights Templar, leave a briefcase full of Semtex sitting near him in a café. Working with the French photographer Nico Collard, can George put paid to the Templars nefarious plans?



BROKEN SWORD 2: THE SMOKING MIRROR

Having defeated the Templars in a daring attack on their secret base deep in the Scottish highlands, George returns to Paris only to discover that Nico – now his girlfriend – has been kidnapped by a crime syndicate with more than a passing interest in an ancient Mayan cult. Could the mysterious power of the pyramids be the key to all George's questions?

ENTER THE SLEEPING DRAGON

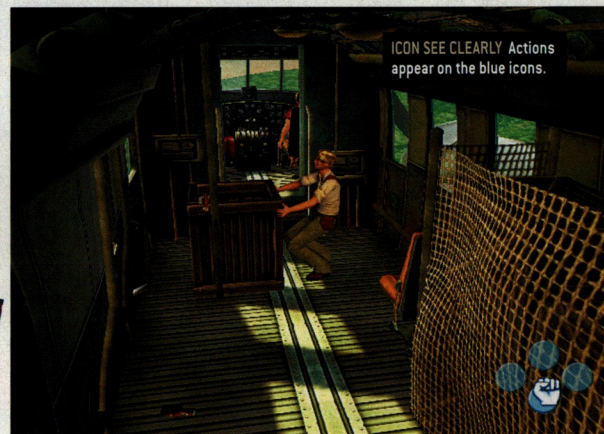
It's a cliché, but *The Sleeping Dragon* really is a 'rollercoaster ride' of a game. Constantly switching between George and Nico at the most cliffhanging moments, it is the perfect example of how a game can keep your interest hooked throughout. Even the gentle pace with which George and Nico wander around the striking environments can't hide the fact that the next spectacular set piece is just around the corner. One minute you're questioning a Parisian traffic warden, the next you're staring down the barrel of a psychopath's silenced gun.

But it's all part and parcel of George and Nico's daredevil lifestyle and veterans of the series will be pleased to hear that the deep, action-packed

plotlines of the originals, remain the strongest element of the game.

Replacing the 'point-and-click' control method of the originals however, whereby George and Nico moved round the screen via a roving mouse pointer, is a joystick control system where pertinent options such as pick up and open only appear on the buttons when needed. The beauty of such a simple system is that it really helps to immerse you in the amazing environments and the heady combination of sleuthing, exploring and action, through locations such as Prague, Africa and even Glastonbury, serves to give everything that polished feel of 'blockbuster'.

The Sleeping Dragon is a new breed of adventure game. It's not an action game *per se*,



ICON SEE CLEARLY Actions appear on the blue icons.

/ IT IS THE PERFECT EXAMPLE OF HOW A GAME CAN KEEP YOUR INTEREST HOOKED ALL THE WAY THROUGH /

but it still features plenty of action and stealth scenes. It's not a role-playing game like *Final Fantasy*, but it still boasts a wonderful story and memorable characters, and while it's not a straight puzzle game, it's still packed with plenty of clever brain-teasers. It is, in fact, the perfect tonic to a genre of game that has had nothing spectacular to speak of since the intriguing and under-appreciated *Ico*. If it's not already, then may we suggest that *The Sleeping Dragon* goes somewhere on your 'most wanted' list.

/ MARK ROBINS

FIRST OPINIONS

PSW

Updating the hugely popular *Broken Sword* series (and when we say huge we mean millions of copies sold) was always going to be a tall order, but *The Sleeping Dragon* looks set to give long-standing fans exactly what they want, while newcomers can look forward to a delightful slice of adventure-based gaming. We're expecting something very special with this one.



FIRE WARRIOR

HUMANS DIE! ALIENS RULE! BUT IN A NICE PEACEFUL WAY! FOR THE GREATER GOOD! OH, JUST FRAG EVERYONE AND THEN WE CAN GO HOME...

ETA
SEPTEMBER
2003

TYPE | SHOOTING

PUBLISHER | THQ

GAME GLANCE

/ Space-based craziness
/ Dark, deep and disturbing
/ Mad weapons and enemies
/ Warhammer world...

SEE IT ON DVD

/ The Tau a-gunnin'
/ Marines a-runnin'
/ The Imperium a-crumblin'

INTERGALACTIC PSEUDO-CATHOLIC

space Nazis of the future. That's who you're fighting in *Fire Warrior*.

We thought we'd better get it out of the way first. Faith-bound adherents to an insane emperor spanning a million planets. Evil, corrupt minions of a dying hivelike society. Also known as – humans. That's right, it's the entire

human race who are up against it in this new far-future shooter, and as an alien soldier you'll be the one putting bullets through man-noggins.

But it's all for the greater good, because you play a member of the Tau. The Tau are nice. The Tau rely on co-operation instead of mindless imperial subservience. The Tau believe in progress through technology. The Tau are essentially the Japanese, because they build giant mech-style robots and carry Sony-style gadget laser guns. That's got to be good.

A DAY IN THE LIFE

Why's it good? Because *Fire Warrior* is an exercise in all-out enemy blasting in the mould of shooters like *Medal of Honor: Frontline* and *Half-Life*. The action spans 24 hours (of your primitive Earth-time, presumably) in the life of a rookie in the elite Tau caste of Fire Warriors. On your first day on the job, you're called to aid your fellow aliens in a drastic trench-war firefight. It gets more frantic as you progress

into an imperial underground prison to rescue Ko'Vash, a Tau elder who's being interrogated by Imperial inquisitors. From then on, you take the fight to the Imperium by boarding one of the Space Marines' (we'll explain later...) battleships. So, a mad blaster in a space opera setting, then? Well, we'll take the option with extra guns and unstoppable Imperial forces, please.

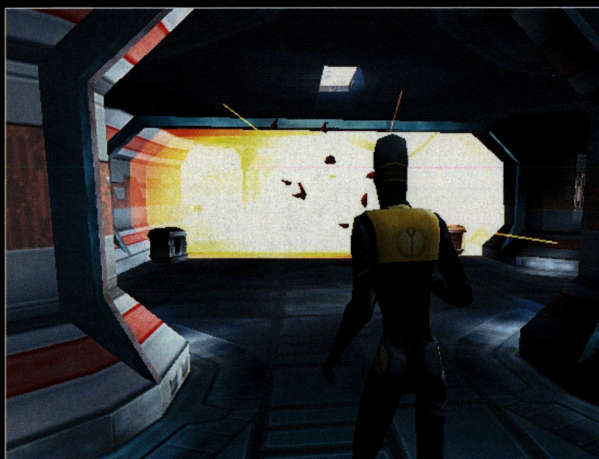
Your first encounters will involve fighting past the Imperial Guard, the grunts of the Empire. Then you'll encounter the Stormtroopers, an elite Imperial force. They're a far cry from the white-suited *Star Wars* version. These men are black-clad warriors with eerie glowing red eyes, who'll hunt you down and slaughter you as soon as give you the time of day. It's a grim old world 40,000 years on from our own time, and just about everyone you meet is out to get you. Even the Borg-like Servitors that maintain the engines of the giant enemy starships are equipped with ancient but lethal weapons to take you down. That's war for you.



DOOM WITH A VIEW Imperial ships aren't cheerful places to be.



TECH THE MICKEY Your Tau armour's light and strong.



AIM HIGH Weapons get huger as the action gets harder.



INDUSTRIAL GOTHIC Levels are filled with mad works.



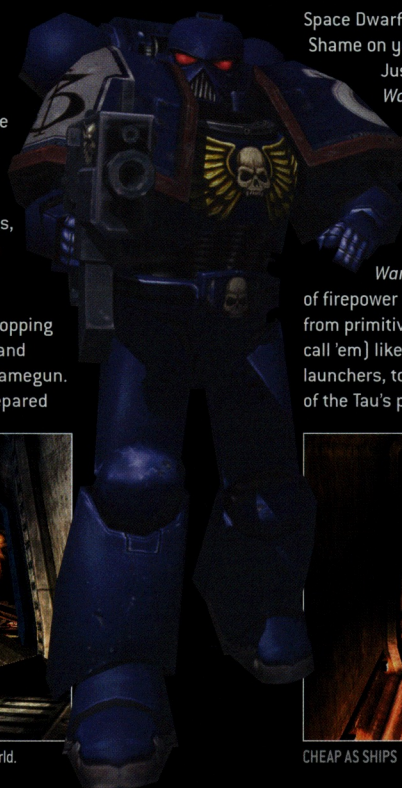
STARSHIP TROOPERS Other Tau troops will help you fight.

ONE OF THE WHO FIGHTING THE SPACE WHAT?

If you're wondering where the hell the concept of the Tau, the Imperium and the Space Marines all come from, congratulations. You've obviously spent your time wisely, boozing and chatting up the fair ladies. But if talk of las-pistols, chainswords and chaos warp demons is familiar to you, then you probably spent some of your youth huddled around a *Warhammer 40,000* wargaming table, popping zits, drinking endless cans of Tab Clear and arguing over the blast radius of a +20 flamethrower. You won't need to go to our specially prepared

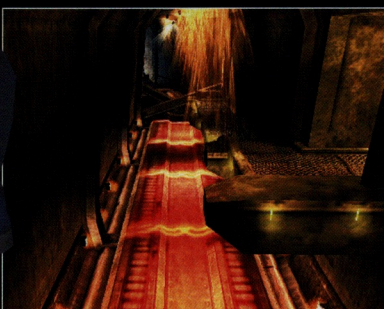


TRUE GRIME No place in space is clean. It's a dirty world.



Space Dwarf panel to have it all explained, then. Shame on you.

Just because the trappings of *Fire Warrior* have come from the staid world of wargaming, don't think this is going to be a quiet jaunt around the galaxy rolling many-sided dice. Take the impressive cache of playable weapons, for example; the team behind *Fire Warrior* reckon it's the biggest selection of firepower in any shooter. Your weapons range from primitive projectile weapons (guns, as we'd call 'em) like automatic rifles and missile launchers, to more esoteric artillery in the form of the Tau's pulse rifles and carbines. These



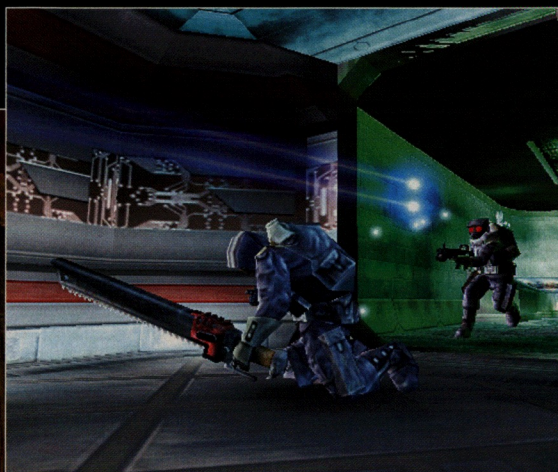
CHEAP AS SHIPS Run round the bowels of huge starcruisers.

lighter, more versatile weapons are also less powerful, so you'll need to make the best use of them. Even the traditional sniper rifle has been given a futuristic twist, with a green-screen scope that highlights enemies in the area and allows you to pick them off with a single shot. The further you progress in the game, the higher standing you'll gain in the Tau hierarchy and the better weaponry you'll have access to. You'll only be able to carry two tasty blasters at a time, by the way, so choose wisely.

There's an element of strategy to picking out the top two weapons to carry at any one time, especially when ammo is light. Do you pack your trusty pistol and a heavy weapon with only three shots, or do you opt for the sniper rifle and a trusty machine gun? As many of the enemy's weapons can be used once you've liberated them from their owners, it's a tricky conundrum. A word to the wise: if you get your hands on a dead Space Marine's Bolter, let loose and watch the gibbs fly. Because it can get a bit messy when you're fighting, with body parts ending up all over the shop and enemies set on fire, rushing around to their deaths. It's funny if you're us. It'll probably be funny to you too. We know what you're like.

You won't encounter the fabled Space Marines for quite a while when you start the game, though. The reason? They're simply too hard to

TANKS FOR NOTHING Giant vehicles aren't easy to beat.



MY SPACE DWARF ROLLED A D10! IS THAT GOOD?

THE BLUFFER'S GUIDE TO ALL THIS GOTHIC SPACE NONSENSE.



ORIGINALLY A SPIN-OFF FROM A FANTASY ROLE-playing game, *Warhammer 40,000* was, to begin with, a kind of 'Lord of the Rings in space' for wargamers. Orcs, elves and all sorts of other Tolkien types were turned into alien races who battled across stellar wastes for the total dominion of planets. However, this all got a bit sad, a bit quick. So the *WH40K* universe (see, we know all the jargon) expanded to include Genestealers (just like the xenomorphs in the *Alien* films), the undead Necron race, and all sorts of other enhancements to liven up the world. The tech-friendly Tau, which feature in *Fire Warrior*, are the latest addition to the fold. While tabletop wargaming is strictly for bearded pariahs, the world behind *Warhammer 40,000* is surprisingly detailed, imaginative and grown-up, with a ton of impressively deep and dark themes running through it. See, it's not all many sided dice...

get involved in the sort of skirmishes you're fighting in. Clad in bio-bonded assault armour, they're the Emperor's top combat forces and capable of taking on small armies of lesser soldiers on their own. You might recognise them from their distinctive helmets, brightly coloured livery and flared dancing trousers. Those Bolter weapons that they carry are effectively mini-Howitzers as well, relatively slow-loading but explosively deadly, so it's going to take a lot to bring these boys down.

STEALING BEAUTY

The developer has certainly done its research. It's played all the best first-person shooters (as you'd expect...) and learned what sort of goodness to extract. Drama from *Medal of Honor: Frontline*. Mad action from *TimeSplitters*. And depth of plot from some tuppenny ha'penny Xbox title called *Halo*, apparently. The result should be a particularly well-rounded blaster. The version we played was already balanced pretty well in terms of difficulty, with the enemy shooting intelligently and reacting in groups. You don't seem to feel like they're simply moving targets. They're part of a coherent enemy force.

Perhaps the most immediately impressive aspect of *Fire Warrior* is the scale and detail of the environments you're in. Rather than just

RETRO FEEL Imperium foes wield old and new weapons.

THE SP WARRIORS

THIS FINE CAST OF
HARDENED SCHLOCK VETERANS
PROVIDE THE VOICE ACTING
FOR FIRE WARRIOR.

	> BRIAN BLESSED PLAYING: A bloodthirsty Imperial Admiral. SECRET SCI-FI PAST: <i>Flash Gordon, Star Wars, Doctor Who</i>... you name it. MOST LIKELY TO SAY: "THIS IS PREPOSTEROUS!"
	> TOM BAKER PLAYING: The plum-voiced narrator. SECRET SCI-FI PAST: <i>Doctor Who</i>. And everything he's ever done. Ever. MOST LIKELY TO SAY: "In a time before magic, in a world before time..."
	> SEAN PERTWEE PLAYING: Severus, an Imperial Governor. SECRET SCI-FI PAST: <i>Event Horizon</i>. And he's the son of a Doctor Who. MOST LIKELY TO SAY: "I ain't never seen your stinking spaceship."
	> BURT KWOUK PLAYING: Lusha, your squad leader. SECRET SCI-FI PAST: Playing an android ninja on <i>Doctor Who</i>. MOST LIKELY TO SAY: "Place your Banzai bets... now!"
	> PETER SERAFINOWITZ PLAYING: A Captain of the highly-trained Ultramarines. SECRET SCI-FI PAST: The voice of Darth Maul in <i>Star Wars: Episode One</i>. MOST LIKELY TO SAY: "Clever boys..."
	> DAVID YIP PLAYING: Ko'Vash the Ethereal, Tau spiritual leader. SECRET SCI-FI PAST: Doctor ***king Who again. And <i>Temple of Doom</i>. MOST LIKELY TO SAY: "I go first, Indy!"



I'M A LUSHA BABY Tau leader
Lusha is your squad boss.



IT'S WAR Initial levels look
like a stellar warzone. Duck!

running round a set of corridors, most levels have you continually progressing from outside battles to underground caverns with nary a pause. It's most impressive when you board the Marines' ten-mile long cruiser. Because they're a fanatical lot, their ships are places of Emperor-worship, monastic life and training. In other words, they're gigantic cathedrals of terror, full of insane gothic architecture and giant vaults, cornices and flying buttresses. After the Marines invade your spick-and-span *Star Trek*-style ship and slaughter the crew, you'll have the chance to take the battle to their vessels and destroy their fleet.

This is where you'll be able to see some truly impressive architecture, especially when you're laying down covering fire on the exterior of the massive ship. On one side, the vastness of space, with your own battlecruiser gliding alongside. On the other, the cliff-high walls of the Space Marine ship tower above you, dwarfing the crossfire from your team. Don't look up for too long though, or you'll get a fat missile straight in the neck.

TELL IT TO THE MARINES

Add in four-player split-screen and you've got a recipe for an all-round decent shooter. There'll be six dedicated multiplayer maps and crucially,

the ability to play as a fully-fledged Space Marines against your fellow players if you so wish. Deathmatch, team deathmatch and capture the flag are all available for assorted player-to-player carnage.

But in the story mode, the pushy Imperium ends up being the least of your worries. Because just when you're cleaning humanity's gore off your hands, a whole new threat shows up. Details are thin on the ground, but it looks like you'll end up teaming up with the Empire to fight a greater enemy. Possibly the worst enemy is the gibbering hordes of Chaos itself, the flesh-warping, mind-bending terror that turns innocent warriors into howling, mutated

/ ON ONE
SIDE, THE
VASTNESS OF
SPACE. ON
THE OTHER,
THE CLIFF-
HIGH WALLS
OF THE SPACE
MARINE SHIP /

monsters that live to kill. They'll create new enemies from captured foes by the power of the Warp. Think black magic crossed with radioactive waste and you'll have some idea. The forces of Chaos have twisted whole Chapters of Marines into dark, hideously debased versions of their former selves. Could it be these you'll be warring against? You should bear in mind there's a host of other vomit-inducing foes in the *Warhammer 40,000* world, and it could be any one of them that make it in. But we'd be surprised if it's the Space Dwarves, that's all. We'll keep you informed, but until then keep watching the skies for them pesky humans...

/JOFF BROWN



NICE DECOR Imperial ships are sparse. Call Llewelyn-Bowen!



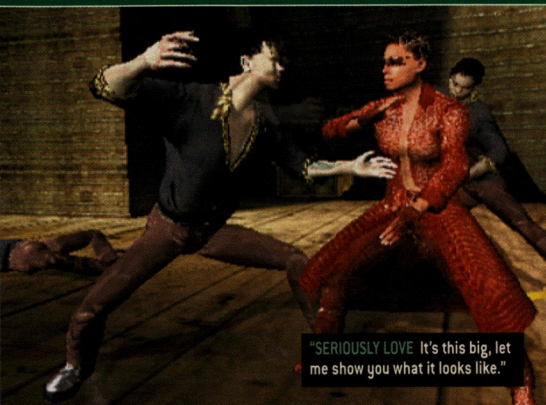
RAIN OF FIRE Smack naughty Space Marines with your big gun.

FIRST OPINIONS PSW

Lots could change before its September release, including the addition of any number of crazed alien races, and we'll keep you updated when we hear more. Slick graphics and one of the great unexplored fantasy worlds means this could join the ranks of PS2's quality shooters. We're looking forward to this one. Large, tasty environments and the stench of future warfare? That's just what the, ahem, Space Marine Apothecary Unit ordered.

PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...



ENTER THE MATRIX

STOP! BULLET TIME. YOUR MONTHLY MATRIX UPDATE IS NOW READY FOR YOUR COLLECTION.

The most pressing revelation to have ambushed us from behind this month regarding *Enter the Matrix* is that certain events in the game can be experienced from the perspective of both of the characters – play as Niobe and the storyline leads you into the back of plane, where you'll engage an agent in hand-to-hand combat; play as Ghost and, while all this goes on up in the air, you'll be down on the ground chasing the plane in a hot-wired motor, attempting to follow it to the landing strip. The moral is, once you've entered the Matrix and exited the other side you'll need to dust yourself down and play it all over again, this time with a different set of sexual organs.

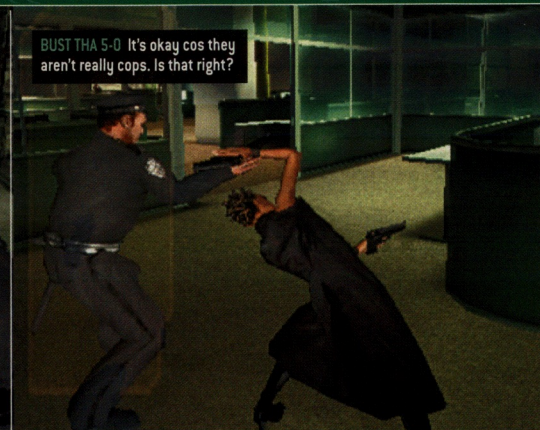
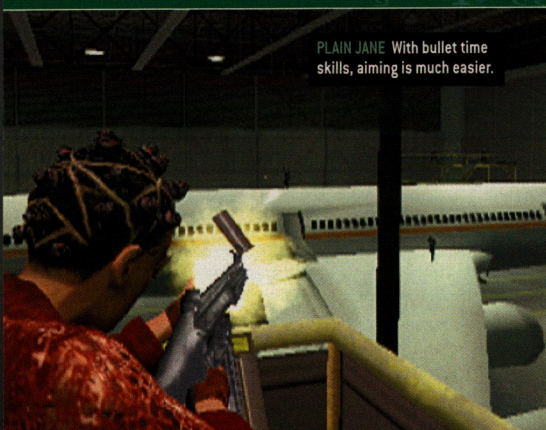
Besides that, we've seen more of the – we still can't believe they're in there – vampires, who appear to be

harder than frozen hard-boiled eggs, we've watched the agents bullet-dodging just like they do in the movie, and we've reduced an extremely familiar-looking lobby area to rubble during a 16-man shootout. We've seen things we can't talk about, things we can't remember, and things so good that we openly wept.

Thankfully the driving sections are already playing a little better, though it still appears to be the case that you're intended to treat these passages more as a respite from the relentless stream of kung-fu than anything else. Good fun, just not quite as good or quite as enjoyable as the rest of the game. Anyway, the next time you'll hear us gassing on about *Enter the Matrix* will be during our full review next month. Only PSW will tell you truth about what goes on when you venture down the rabbit-hole and start high-kicking the bunnies. Don't trust anyone else.

■ TYPE: Action ■ PUBLISHER: Infogrames
■ LAST PREVIEW: PSW 41 ■ ETA: May

/ YOU'LL NEED TO DUST YOURSELF DOWN AND PLAY ALL OVER AGAIN, THIS TIME WITH A DIFFERENT SET OF SEXUAL ORGANS /



MACE GRIFFIN BOUNTY HUNTER

INTERSTELLAR CRIMINAL CHASING, AND NOT A MEMBER OF THE FETT CLAN IN SIGHT.

Mace Griffin Bounty Hunter isn't based on any sort of film, which makes it a rarity up there with Penny Black stamps and editions of *SMTV* where Atomic Kitten don't show their stupid, sly, over-made-up faces. Ahem. Where were we? Ah yes. In a future filled with space travel and alien scum, the titular Mace Griffin is trying to clear his name of the murder of his ex-army comrades.

In case you missed our issue 38 preview, you'll need to know that this involves a unique mix of shooting and piloting a range of different craft as part of your felon-

finding missions. This includes everything from bodyguard work for alien warlords to tracking down 'space cattle' rustlers. The unique thing about it being that you'll move seamlessly from standing at the deck of your ship in space fights to shooting down alien hordes when they invade your vessel. The latest news is that bull-necked rocker-cum-stand-up-comedian-cum-actor Henry Rollins will do the voice acting for the bounty boy. Rollins was in *Heat* [the heist film, not the gossip mag] and *Jackass: The Movie*, so he should be able to pull off the role of bad-boy space assassin pretty well. He's got this and *Bad Boys II* out this year; he must be very proud.

■ TYPE: Shooter ■ PUBLISHER: Vivendi

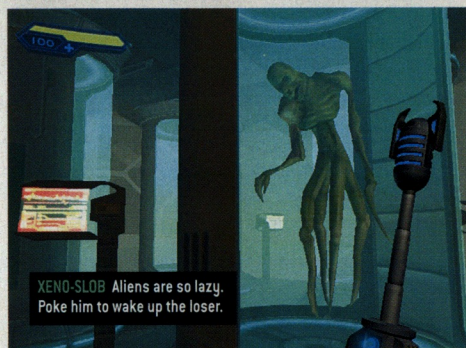
■ LAST PREVIEW: PSW 38 ■ ETA: June



HELLO BIG BOY I've got a thermal detonator! Aargh! Copyright alert!



HIGH HAT Tall helmet hides thin alien face. Kill him with guns!



XENO-SLOB Aliens are so lazy. Poke him to wake up the loser.



BLAST CORPS How is this ruckus going to get your bounty? Cool it.



THE HULK

GIANT BOGEY MAN IN SOUPED-UP CANINE SHOCKER! GET YOUR SHOTS HERE!

Fetch, boy! Here's something we couldn't show you in our family-sized preview last issue, for all sorts of crazy Hollywood reasons to do with non-disclosure agreements, intellectual property rights, publicity departments and probably the RSPCA too. Hulk dogs. That's right, the maleficent gamma-irradiated mutts who will attack the green guy in the film are present in the game as well. They attack in packs, scaring the crap out of all non-giant green folk and delivering nasty super-powered bites with those mile-wide mouths. Are they victims of a cruel scientific community, or ravaging maniacal monsters that should be put down? A bit of both, we'd say. No idea why they're not green, though. Maybe they are if you shave them down.

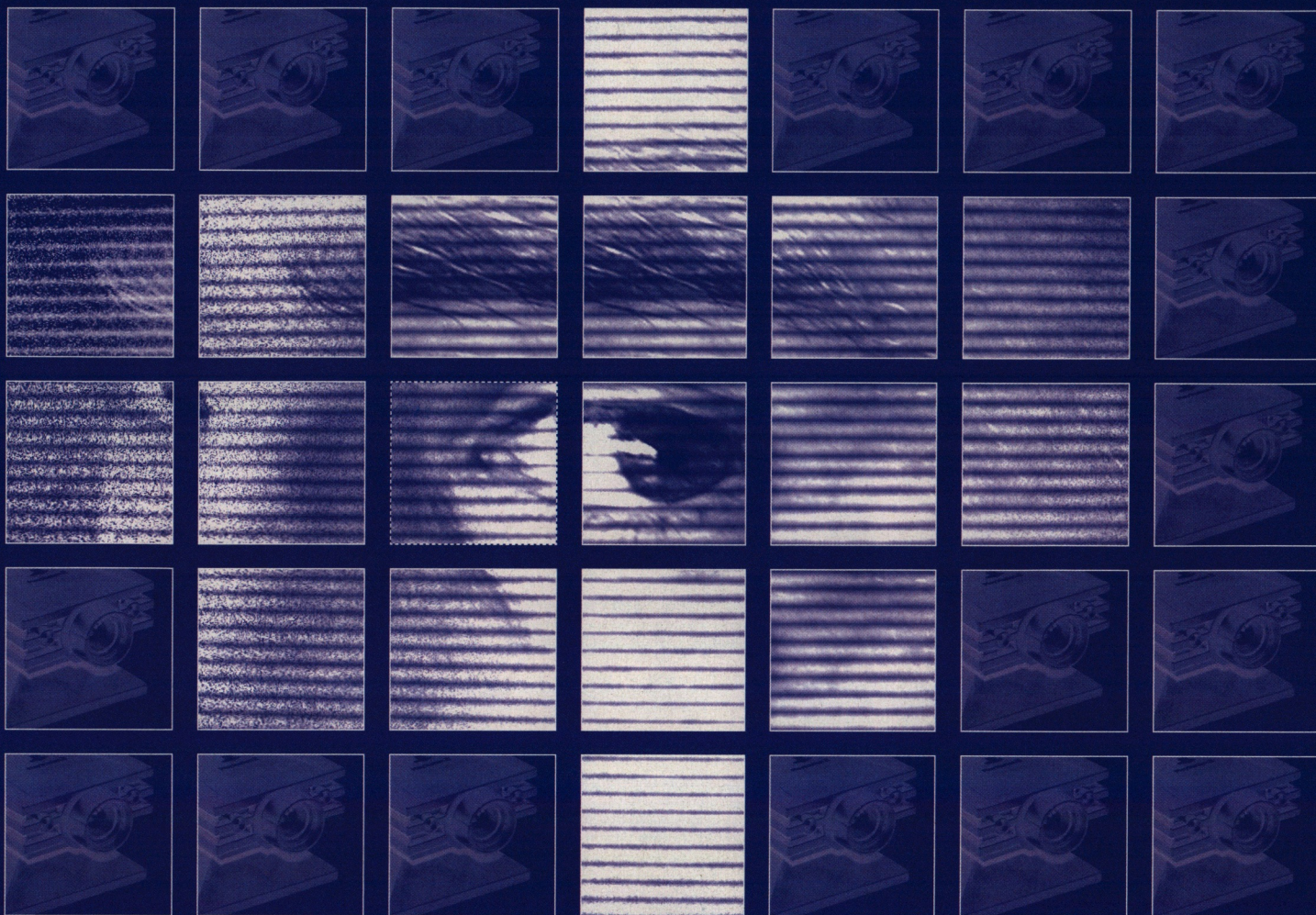
Later in the game, they'll team up with the gamma soldiers pictured here to destroy you, doubtless in some kind of radioactive cross-species suicide pact. It's just another sad episode in the life of Bruce Banner, the man who gets through more shirts in a month than we get through packs of free promotional Wotsits. *The Hulk* lumbers onto the shelves of games shops around the middle of June, at exactly the same time as the film. Be there.

■ TYPE: Action ■ PUBLISHER: Vivendi

■ LAST PREVIEW: PSW 41 ■ ETA: June



DOWN BOY But Holly Valance songs had no effect. Try posters.



EYETOY: PLAY

YOUR PS2 IS WATCHING YOUR EVERY MOVE, AND IT WANTS TO PLAY. WELCOME ONE AND ALL TO THE FUTURE OF SHAME-BASED ENTERTAINMENT! BRING YOUR MUM.

ETA
MAY
2003

TYPE ERM, EYETOY

PUBLISHER SONY

GAME GLANCE

/ Use your hands to wash
/ Use your head to keepy-up
/ Use the webcam to film...

SEE IT ON DVD

/ Mature, professional men
/ Acting like little monkeys
/ All for you, our readers

PSW PROPHECY

BEST BECAUSE

▲ Totally new game style
▲ that's plenty of fun to play
▲ World's wackiest selection
of mini-games

WORST BECAUSE

▼ Gameplay's limited and
it's far too silly for some
▼ Longevity's in doubt,
given the samey nature

THERE'S A SCENE IN MINORITY REPORT, SET

in the near future, where Tom Cruise's character looks through data on a screen by using a special glove. He moves his hands to chuck the information around, accompanied by swooshy sounds and lots of fancy blue lighting. It looked all posh and futuristic, so it did. Until now. Now it looks just this side of quaint, and it's all Sony's fault. Because to play with its new EyeToy peripheral, you don't need gloves, or a special screen. You don't even need a normal controller. You just need to not be transparent. That's right: with this little gadget, your PS2 can see your every move. And react to it too.

EyeToy is simple enough for your granny to understand, well, your mum anyway. The pictures give you a clue how it happens. The EyeToy slots happily into one of the PS2's USB ports below the controller sockets, and sits on top of your telly. Stand in front of it, and you appear on the TV screen, with PS2 graphics laid over. Here comes the clever bit – through the power of computers, the graphics on-screen can react to your movements! Want to know how? See the 'Tis Witchcraft!' panel. [Hint: It's not really witchcraft. It's technology.]

This is all pretty revolutionary. The only time we've seen motion sensing tech like this before was in Namco's *Mazan: Flash of the Blade* arcade game. You held a plastic sword and swept it round, but your image never appeared on screen like this. You're finally on telly! You're living the dream. As long as the dream involves punching two-inch high ninjas, of course.

What's impossible to tell from these shots – apart from quite how dumb we looked recording them – is how successfully it works. We were certainly surprised at the speed and accuracy of the motion sensing. You'll need to move as

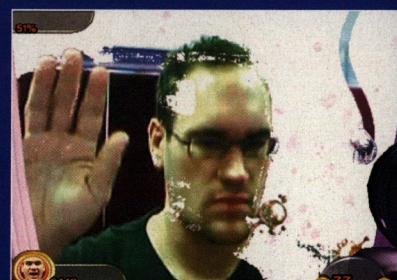
quickly as you can in many of the games, and it never lags or slows down. If you want to see more, stick this month's DVD in your slot and check out our extensive coverage. We'd like to apologise in advance for the sheer quantity of gurning stupidity you'll see in our attempts to win, though.

EYE DON'T BELIEVE IT...

We don't blame you if you're sceptical, by the way. Traditionally, consoles for peripherals have been, well peripheral. Ill-fated add-ons, from Nintendo's *Rob the Robot* to the Dreamcast's



THE KUNG OF FOO See Joff's power. You will never defeat him!



WASH THE PROBLEM? OK, so Washi Washi can get a bit dull.



BEAT FREAK



Beat Freak has you touching four areas of the screen in time to the music. It's a bit like an on-screen dance mat. Very fast, very silly. Check the DVD for more footage.

Heaven help us all if they actually combine dance mats with this sort of thing. We'll need the skills of Justin Timberlake or the young Leo Sayer to survive. Which Joff lacks.



Samba De Amigo maracas, have either been limited in scope, far too expensive or both. Even the G-Con2, Namco's excellent light-gun, can only be used with a handful of games. But there's one toy that must be giving Sony hope – dance mats. With sales of PSone going through the roof and the first *Dancing Stage* game for PS2 out soon, the Bemani craze is sweeping the nation. No wonder this first EyeToy game, called *EyeToy: Play*, is targeted at the same folks: hyperactive teens, party people and anyone out for a bit of fun, whether they're hardcore gamers or not. They've chosen a monkey as the logo.

Once you've jumped around like a blue-assed baboon for half an hour, you'll see why.

WHAT A CORNEA IDEA...

We've heard some odd rumours about the sort of games being developed for EyeToy, but to be honest we wouldn't be surprised if there's little more than a trickle of titles throughout the lifecycle of the PlayStation2. Know what? We don't care. This is enough for now. *EyeToy: Play*, which comes with the camera, is actually a collection of 12 mini-games aimed squarely at a family crowd. We'll tell you about each and >

KUNG FOO

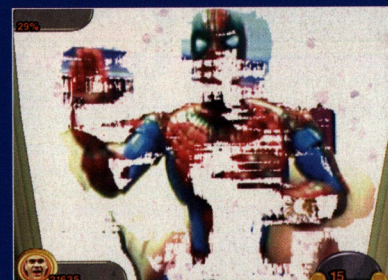


This is probably *EyeToy: Play*'s finest hour. Little ninja enemies rush at you from all sides. Punch them away and you'll trigger a very satisfying 'thwack' sound as they fly off at great speed. Lee loved the violence.

Some enemies even fly into the screen. You'll do well to reach a bonus round that involves smacking wooden boards with your fist. But don't try it at home without an EyeToy, folks. Oh, go on then. It'll teach you some sense.



SWEET JESUS NO! Keep your mouth off game ladies, freak.



WET SLINGER Sight gags, like this toy-based one, are essential.

KEEP UPS



Head the ball to keep it in the air, but don't fret: it's a lot slower than a real ball, so even non-soccer-loving simpletons like Joff can manage multiple keep-ups. Just.

Knock it into (surprise!) monkeys to get multiball action, but don't let it near the bullies or they'll deflate it. There's even a swordsman who'll cut it in half, so keep away.

THE EYES HAVE IT

THE OTHER SIX GAMES
AREN'T HALF BAD EITHER...



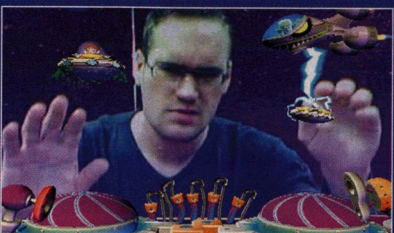
>> BOOGIE DOWN

High-tech disco version of Simon Says – the character performs and you follow. Highly dodgy.



>> BOXING CHUMP

Take on the world's hardest mechanical monkey with a rain of punches. Check that chin out.



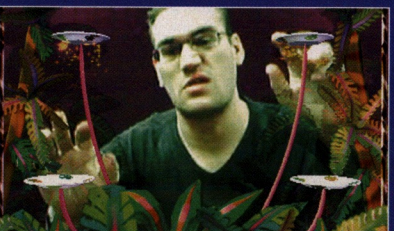
>> UFO JUGGLER

Spin the UFOs to keep them airborne, but make sure you destroy the evil spaceship. Yawn...



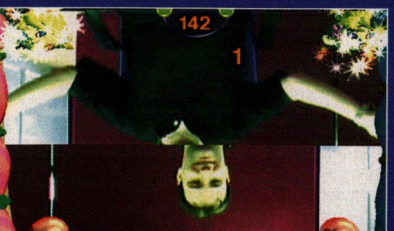
>> SLAP STREAM

You're God. Slap bad rats off of Heaven, but for pity's sake, spare the virtuous rabbits! Wibble.



>> PLATE SPINNER

Keep monkeys off the Delft as they invade your crockery-rotating antics. The least groovy game.



>> MIRROR TIME

It's easy to hit the targets – until your image has been flipped about endlessly. A bit of a head-f...



every one of them in these pages, and we strongly advise you to try them out when you get the chance.

EyeToy: Play quite obviously revels in its silliness like a prize saddleback in its own muck. At least 30% of the games feature monkeys in some form. Most of the time, you're nutting them, punching them or whacking them with a football. All sounds very Japanese, doesn't it? But it's actually been developed by Sony's team right in the middle of London village. The same place the firm made *The Getaway*, in fact, although it's hard to imagine a more different game.

Each of the 12 mini-games has its own host, in the form of a quirky cartoon kid who'll give you help, congratulate you when you win and rip the piss out of you when you lose. It's odd to see Japanese-style mascots jumping around saying things like "Go on my son, 'ave it!" and "You got him right in the kisser!" Obviously not as odd as punching a monkey boxer or trying to catch tiny ghosts, but still not normal.

Each game works on a timer to ensure even expert players can't hog the console, although if you're rubbish you'll finish early. Just like busting moves on a dancemat, in other words. We weren't convinced by some of the games, but that's the nature of party titles – something for everyone. Plate spinning wasn't that much fun, even with the addition of (you guessed it) cheeky monkeys that shimmy up the poles and jump onto the plates, sending simian and crockery alike to freefall doom. It's more than made up for by the sheer wacky audacity of



some of the other challenges. Mind you, early rumours did suggest there'd be an air guitar sim, which looks not to have made it into the final game. Boo.

MY LITTLE EYE

The scope for cheating is pretty huge, because all EyeToy can really do is just sense whatever's moving on screen. Want some help washing those windows in *Wishi-Washi*? Walk across the screen to clear them. Don't want to head the football in *Keep-Ups*? Use your hands. It's hardly a problem, though. It's been designed by the developer as 'the ultimate party game'. If you're playing with friends, they'll catch you out. If you're playing on your own, who cares if you cheat or not?

Social gaming is on the way up, and EyeToy's going to be a big part of it. Just to show how important inter-gamer communication is,

WISHI WASHI



The world's first window-cleaning sim, so it is. You simply move your hands to wipe the window, all to the sound of *When I'm Cleaning Windows* by George Formby. No kidding. For some reason, girls seem to enjoy this one more.

As you progress, you'll need to rub off those stubborn bird poo stains to make the windows really clean. Quick, someone tell Sony it's meant to be fun rather than hard work. What's next, dishwashing?

'TIS WITCHCRAFT!



How does EyeToy work? A tiny elf inside the camera shouts what he sees down the wire to the PlayStation2? Nah, it's no more than a standard USB camera, of the type used for PC webcams. That's why Sony can sell it with the *EyeToy: Play* title for little more than the price of a normal game. All the hard work is actually done by the PS2, comparing images many times a second to work out what's changed. Like T-Rex, EyeToy's visual acuity is based on movement. If you remain perfectly still, you won't react with anything on screen. Easy.



EyeToy: Play also includes the option to record short video messages, store them on memory cards, and give them to your EyeToy-enabled friends to watch. No, we can't think of any way of using it that's not obscene, either. To be honest it's pretty useless, but it demonstrates the breadth of EyeToy applications.

TOY STORIES

We're no motion sensor scientists, but we do have a few great ideas we'd like to see in EyeToy games. What if EyeToy could recognise an object (like, for example, a sword), which you could swing around? It would have to be a bright,

GHOST CATCHER



Find the floating ghosts and pinch them until they pop. It's made harder by the fact that they're almost completely transparent. The way they inch away from your creeping hands has to be seen. It's oddly sensual, in fact. Mmmm.

Keep going and you'll be assaulted by hordes of bats. Luckily, they're much easier to take care of than the ghosts, so a large swipe of the arm will do the trick. Spooky! Well, about as spooky as a warming cup of Bovril, but not without its charms.

ROCKET RUMBLE



A bit like the early PS2 puzzler *Fantavision*, *Rocket Rumble* has you highlighting fireworks of one colour and then exploding them with the detonators at the bottom of the screen. Sounds simple, no?

In fact, it's one of the toughest games – those fireworks are tiny, and you'll have to be very accurate to hit them. But the explosions are worth all the trouble. This one's low on adrenaline, but high on actual fun.



Hold your hand over the camera lens at any time



glowing sword, though. We could call it... hmmm... a 'lightsaber'. Survival horror needs this technology too. Imagine staring at your actual face in an in-game mirror, only to see it rot into a skull in front of your eyes! Nasty.

And what about the possibilities of web-cam style EyeToy games over the network adaptor? Or – or – what if your EyeToy could control some kind of vicious killer robot dog, trained to attack at the least sign of movement? Alright, we'll stop now. Too much caffeine. Taking a step back from the world of fantasy, the bottom line is that EyeToy won't redefine the gaming experience, take games to the next level, or immerse you in a new digital world. But it's fun, which is what games are all about. And think about it – how many PS2 titles have you played this year that have actually put a smile on your face?

/ JOFF BROWN

FIRST OPINIONS

A genuinely New Thing in the world, we reckon *EyeToy* will polarise opinion like most gadget-based games. Whether you think it's the world's lamest concept or you can't wait to start holding your first EyeToy party, we urge you to try it in the name of fun and science. After all, you have nothing to lose but every last shed of your dignity...

ROOM TO PLAY

PLAYROOM MODE IS FULL OF SPECIAL EFFECTS. SOME ARE ODD. SO ARE THE REST.



>> SPARKLES

Colourful magic rainbow dust falls from your every moving part. Like clown's dandruff.



>> UNDERWATER

The screen goes all wibbly and you can chase small fish around. Jon's the Little Dur-maid.



>> LEAVES

A wave of the arm sends the autumn leaves fluttering through the air. Right party it were.



>> SPIDERS

The spiders cover your body. Can you shake 'em off? Lee screamed like a girl in seconds.



>> BEES

Help, I'm covered in bees! Moving will anger nature's scud missiles. Run, Rich, run!



PSW

Online Manual

The (Really) rough guide to online gaming



WORDS > JON BROWN



A (REALLY) ROUGH GUIDE TO ONLINE GAMING

PS2 ONLINE IS LAUNCHING WITHIN A

matter of weeks. There follows a brief explanation for the benefit of the Amish technophobes among you, those readers who believe that Casio watches run on a mystical concoction of voodoo, unicorn droppings and sunbeams: PS2 Online allows your console to communicate with Sony machines from across the globe, thus enabling you to play games with people from countries whose capital cities sound like spelling mistakes. Think Tbilisi, Georgia.

Sounds pretty special, doesn't it? Believe us it will be. But before you get carried away with dreams of tomorrow and tomorrow and the tomorrow after that, please bear in mind that for the uneducated, the online arena can be an extremely intimidating place to visit. Which is why we're here to hold your hand as you stand on the threshold of the future, preparing to dive with your PlayStation2 tightly clutched to your chest into the pitch-black vacuum of cyberspace. The following guide details everything you need to know to survive out in the big worldwide web. Follow it closely.

1/ Earn more money

Online gaming can drain your bank account faster than an addiction to libelling the Duke of Edinburgh. To start you off, you need a spare £40 for the PS2 adapter, between £25 and £75 to have your place of residence hooked up to broadband pipe and then another £40 for a decent game. After that, your main concern is covering the rolling cost of your broadband access, which, once you've managed to track down a halfway decent deal, should set you back around £30 a month. Add all that together... 40 plus 40... carry the four... [takes off shoes and socks and starts counting on toes]... and you're looking at almost £500 in total for your first year of online play. And that's on the grounds that greedy developers won't start charging you separately to connect to their games, as has now become common practice for many PC net games. We wish we could confirm that this will never happen with PS2 titles, but we know that people love money. Yes, even Sony; who'd have thought it? All in all, it's clear that keeping your PS2 in the latest combinations of zeroes and ones is going to be a fairly costly hobby.

>> PSW CIO <<

Why not take on a job in McDonalds to pay off your net access? With an hourly rate of just under £5, you'd only need to work two hours a week to cover your costs. Not bad



2/ Think up a decent name

Before you start playing, you'll be asked to enter your name. Whatever you do, don't give your real one. Similarly to the world of adult entertainment, it's considered something of a *faux pas* to use the title printed on your driving license when mingling with other online players. There are two very good reasons for this: for one, every time you submit personal information over the worldwide web you open yourself up to a whole world of piss-taking. Whatever your name happens to be, no matter how water-tight against ridicule you may think it is, people will always find a way to turn it against you. Jonathan Brown becomes Jona-Fanny Brown-Pants. Lee Nutter becomes Wee-wee Nutsack. Mark Robins becomes Dark-patch Nobbins. Or something similar. Just trust us. It's best all round if you can think up an alias.

And for two, assumed names can inspire levels of fear and respect among rival players that everyday monikers just can't manage. Compare and contrast the message: "You have been killed by Geoffrey Hubbins," with the slightly more sinister: "You have been flayed alive by Sir Doomslayer the Harvester of Souls." Say no more. Unless you were born in a gothic castle on the edge of the darker side of reality and your parents are the Duke and Duchess of BloodSlaughter, you've got to think fast.

Some general advice to consider when thinking up your new tag: 1) Avoid using the title 'Lord', which can be easily reversed by the addition of the word 'Gay'. 2) Use enough gothic-style language to reduce a sixth-form poet to wobbling sobs of dribble-snot jealousy. 3) NVR Uz the RiTe Speedeling, NewBie. And 4) If all else fails, just keep it short but terrifyingly macho. 'Lady Strangler' should do just fine.

>> PSW CIO <<

Struggling to settle on a name? Then why not think up a famous Frank and replace his first name with the word Frag [see glossary]? Thus: Frag Spencer, Frag Butcher, Frag Bruno, Frag Bough – the list is almost endless.





3/ Learn to be much better at games

The single most unpalatable aspect of playing your console over the internet is that it forces you confront the life-changing truth that you're not quite as good at games as you thought you were. OK, so you're the best *Pro Evolution Soccer* player in your area, but could you compete with the best in the country, or the best in Europe, or the best in the world? Unlikely my friend, highly unlikely. The simple fact is that however much time you spend with your PlayStation2, there's always someone somewhere willing to go that little bit further, and unless you're prepared to leave your job/quit school/break up with your girlfriend to get ahead, you'll just have to swallow your pride and learn how to lose graciously.

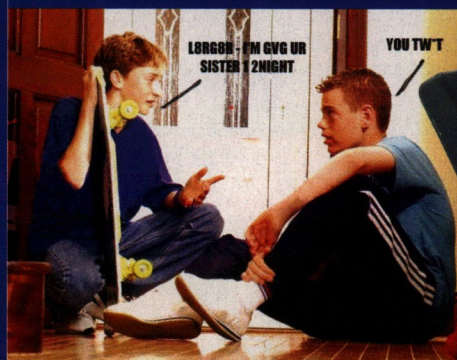
Those who are hungry for victory should begin hacking away the flab from their life immediately – any unwanted pets and relatives should be notified and disposed of, any distractions such as wallpaper, carpeting, crockery and comfortable furnishings should be incinerated post-haste – in order to make way for a gruelling daily training regime to be followed strictly until the day of launch. Our advice: shave off all bodily hair in a bid to reduce groomage times and improve finger stamina by investing in an acoustic guitar to be strummed softly during toilet breaks.

>> PSW CIO <<

According to boffins, cooking is the ideal way to improve your hand-eye coordination. By familiarising yourself with the previously baffling snack-making process, you could improve your online ranking.

4/ Learn how to talk the talk

Wherever there are lonely, unemployed men with cheap internet access, futurespeak and abbreviated abbreviations shall always flourish. Attempting to communicate with fellow players is hence impossible if you're not readily familiar with the constantly evolving language known as Geekspeak. Which is why you'll need the cut-out-and-keep glossary thoughtfully provided by your lifelong chums at PSW. Don't thank us, just let us score a couple of easy goals if we ever bump into you during a game of PES3. It's L33T, whatever that means. No, we really don't know. Sorry. What do you think google is for?



HOW TO MAKE YOURSELF LESS OBSESSED WITH GRAPHICS AND FRAME-RATES

Simply flick your eyes between the photos of box-faced TV sports presenter Clare Balding and Jennifer Lopez provided below, telling yourself mentally that there's no discernible difference between the two until you actually can't tell them apart. Job done.

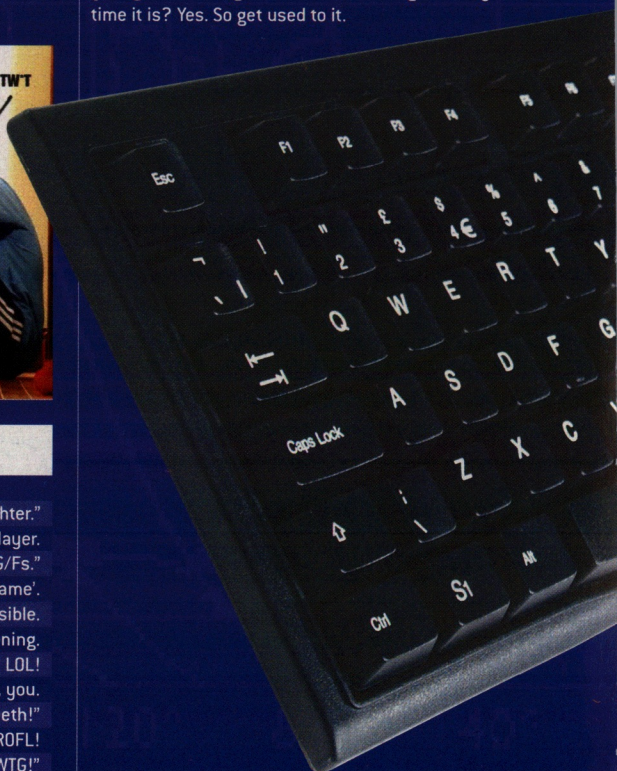


5/ Condition yourself to be less obsessed with graphics and frame-rates

Internet technology is currently in its awkward phase. Too big to be watching the Tweenies with the children yet not quite mature enough to join in with the adult conversation about high heels and private healthcare, the net often finds itself out of its depth; what wrestling commentators brilliantly refer to as: "Writing cheques your body can't cash." So it is that when playing the first round of PlayStation2 games online – *Madden 2003* is a case in point – you'll notice that the graphics have been noticeably simplified from the single-player game in order to make the thing whole run a little more smoothly. Another concern is that the demands of keeping your PS2 in a constant dialogue with a machine situated a thousand bus rides away can often make the games stutter or slow down slightly, particularly when large number of gamers are participating. Will it get sorted out? Definitely. Will you be bored/dead/taking in your games through a straw in a nursing home by the time it is? Yes. So get used to it.

PSW ONLINE GLOSSARY

>> BTW –	By the way. As in, "BTW – I'm sleeping with your daughter."
>> FRAG –	A term used to describe the killing of another player.
>> G/F –	Girlfriend. As in, "Many people who play games pretend to have G/Fs."
>> GL –	Good luck. A bum-kissing bedfellow of GG, meaning 'good game'.
>> IRL –	In real life. Try to avoid this one where possible.
>> LAG –	The delay between pressing the button and something happening.
>> LOL –	Laugh out loud. Just read the top five <i>Star Trek</i> continuity errors? LOL!
>> NEWBIE –	Someone without experience of online gaming. Basically, you.
>> OMG –	Oh my God. As in, "OMG – this mouldy bread is giving me furry teeth!"
>> ROFL –	Roll on floor laughing. Just read the top ten Klingonisms? ROFL!
>> WTG –	Way to go. As in, "You've just sewn my lip to the curtains! WTG!"



6/ Learn how to type / Learn how to shout

Try as you may, it's sadly impossible to avoid communicating with your fellow players. Between games you're often sent to wait in a lobby area, wherein inquisitive gamers will frequently mistake your self-imposed silence for shyness and attempt to engage you in a hyper-moronic exchange of strength-sapping webslang and 'aren't-I-quirky-and-fun?' emoticons. The quickest, most effective way to inform the offender that you're really not interested is via a USB keyboard (available now from gameplay.co.uk, priced £16.99). Although it is technically possible to use your joystick for chat purposes, moving the cursor to select each and every letter is insanely long-winded, and often by the time you've thought up a decent insult and managed to type it in the tide of the conversation has turned and no one can remember what you're on about. All things considered then, it'd be pretty handy if you could learn how to touch-type. A piece of software entitled *Kaz Version 14* is available through amazon.co.uk and promises to teach you how to type like they do in the movies in under two hours.

Don't fancy it? Then don't fret. Games like *SOCOM: Navy Seals* (reviewed this issue) allow you to talk to teammates through a telesales headset, but be warned: those of you with voices camper than Kenneth William's poodle will be ripped apart within minutes. To combat this, practice barking out orders in the manner of Sergeant Hartman in *Full Metal Jacket* until you're confident that you sound authoritative and fully in command. And that's an order, you filthy maggot. It won't work, of course. You'll just sound like Kenneth Williams talking into a bowl of pebbles.

>> PSW CIP <<

Fancy voice coaches believe that by sitting up straight, placing both feet on the ground and imagining yourself in a position of power you can toughen up your tone of voice. Try it. It's probably bull.



THE FRENCH – Our Gallic cousins have spent years building up a reputation for complete military incompetence. Use this to your advantage.

DEFINING CHARACTERISTIC THE BIG NOSE



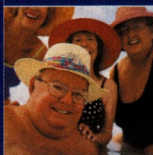
THE ENGLISH – English people appear shy and reserved, but are in fact the filthiest, most sexually depraved people outside Holland.

DEFINING CHARACTERISTIC BAD TEETH



THE GERMANS – Uptight and ruthlessly efficient, the Germans are war-mongering, curly-permed David Hasselhoff worshippers.

DEFINING CHARACTERISTIC THE BUM BAG



THE AMERICANS – Imagine a walking erection in cowboy boots carrying an Uzi 9mm and a banner declaring, 'USA OK'. Like that, only fatter.

DEFINING CHARACTERISTIC FIFTH CHIN



THE JAPANESE – In joke books, Japanese people are small, armed with a camera and constantly engaged in some kind of kamikaze activity.

DEFINING CHARACTERISTIC NIKON CP200

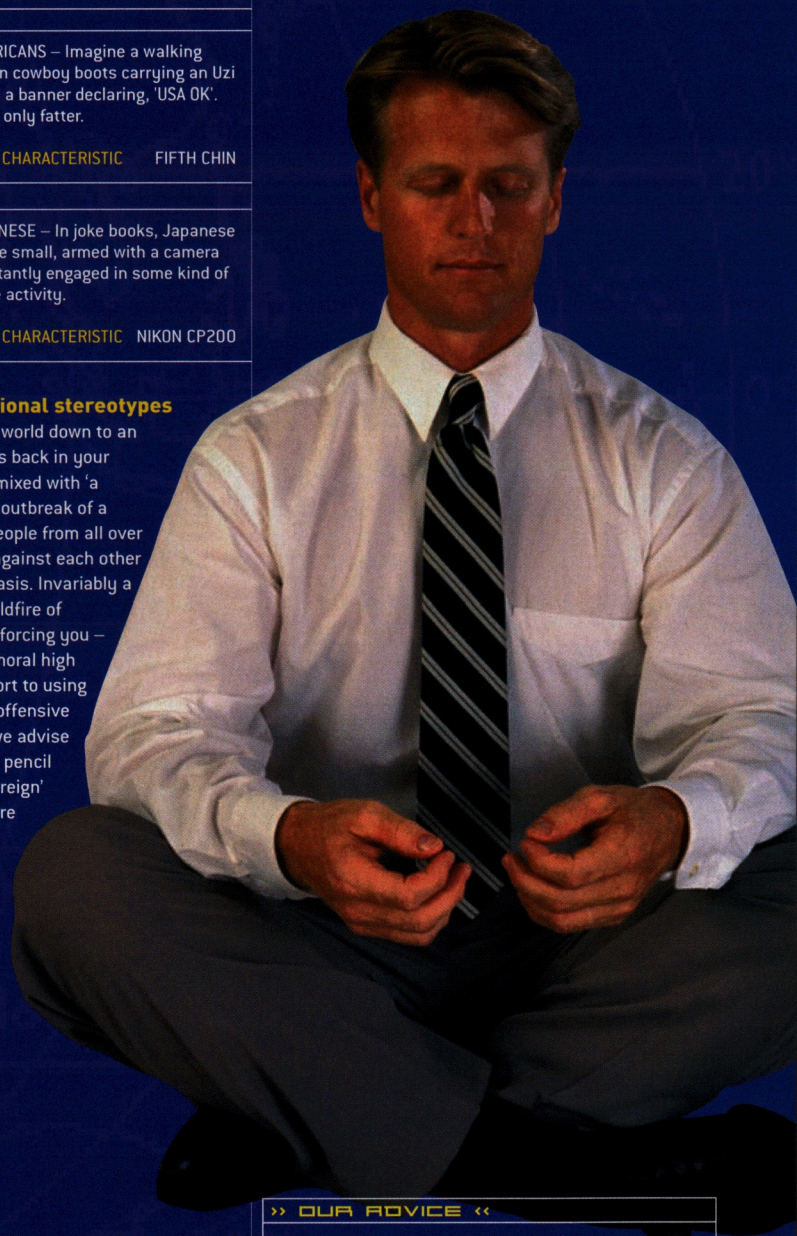
7/ Bone up on your national stereotypes

The internet has shrunk the world down to an uncomfortable size. Whereas back in your grandfather's day you only mixed with 'a foreigner' in the event of an outbreak of a numbered war, nowadays people from all over the world are forced to rub against each other like flint stones on a daily basis. Invariably a single spark will lead to a wildfire of bickering and name calling, forcing you – try as you may to take the moral high ground and avoid it – to resort to using national stereotypes as an offensive weapon. With this in mind, we advise you study closely the above pencil sketches of five common 'foreign' types. Bear in mind, these are all utterly wrong and contemptible. But you knew that, right?

8/ Learn to be more patient

Whereas currently it only takes you a maximum of 90 seconds to turn your console on and start playing, when dealing with forces beyond your control – other players, internet service providers, the ill-tempered Gods of modern technology – the whole process can take a little longer. Imagine, if you can, 32 players attempting to configure their personal settings to a satisfactory standard between games and you can see why your patience will be sorely tested in the very near future.

Another pitfall is the dreaded Server Crash, where the central machine housing the game suddenly decides, for occult machine-based reasons of its own, to call a halt to proceedings and throws all gamers out with a jarring thump, leaving them shaken and with cartoon canaries circling their heads. Hopefully this won't happen as frequently as it did in the early days of the PC, but we're not getting our hopes up too much.



>> OUR ADVICE <<

Either buy a novel to read as you wait (waterstones.co.uk sell copies of *The Amazing Adventures of Kavalier and Clay* by Michael Chabon for a bargain-mungus £6.39) or set up an auxiliary or 'nursemaid' PS2 to keep your fingers occupied during any gaps in play. Thus will you prosper.

CRUISIN' FOR A BRUISIN'!

CRUSH HOUR™

GET READY FOR A NO HOLDS BARRED BATTLE WHERE THE **W** SUPERSTARS TRADE IN THEIR MUSCLES FOR CARS. ALL YOUR FAVOURITE **W** MATCHES ARE HERE, INCLUDING CAGE AND HARDCORE PLUS MANY MORE. SO GET READY TO BATTLE IT OUT FOR SURVIVAL BEHIND THE WHEEL. THIS IS FUEL-INJECTED **W** AT ITS BEST.



NINTENDO
GAMECUBE
PlayStation 2

JAKKS Pacific
THQ

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Pacific Coast Power & Light Company. Uses Havok.com™. © Copyright 1999-2000 Tekken Research Limited. Portions of this software are Copyright 1998-2000 Criterion Software Ltd. and its licensors. THQ, Pacific Coast Power & Light Company, and their respective logos are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, © and the Nintendo Gamecube logo are trademarks of Nintendo. © 2003 Nintendo. "B" and "PlayStation 2" are registered trademarks of Sony Computer Entertainment Inc.

REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.



070 **SILENT HILL 3**
Fouler than finding a really curly ginger hair on your pillow. Turn the page for an extreme close-up.

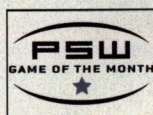
PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE YOUR BUYING DECISIONS SIMPLE. HERE'S HOW IT WORKS.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	RECOMMENDED
7/10	GREAT
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	VERY DISAPPOINTING
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS

THE ALTERNATIVE PSW RATING SYSTEM

This month, the space to the left of this column is, as always, occupied by a panel detailing how our scoring system works. It's good, but it doesn't quite tell the whole story. Which is... 10/10 – Typically, a game scoring full marks has arrived during a sunny, work-lite day in the hands of a pretty, mini-skirted lady. Who winks. 9/10 – The game is largely as good as a 10, but it's cloudier outside and the mini-skirted lady has been replaced by a chino-wearing man. 8/10 – Tends to be better than butterscotch Angel Delight, not quite as good as new shoes. 7/10 – The Jo from S-Club score – looks good if you squint but doesn't bare close scrutiny. 6/10 – Otherwise known as the 'fans of the genre' score. A game for 'fans of the genre' only. 5/10 – The worst of all possible scores. Not bad enough to be entertaining, not good enough to be worth playing. We really hate these games. 4/10 – Bad. 3/10 – Badder. 2/10 – Badder still. 1/10 – Until we arrive at the lowest of all possible scores. Deep down we yearn for games such as these like a school teacher who secretly prefers the naughty kids to the clever ones. And that, my friend, is how PSW works. Simple eh? / **JON BROWN** FEATURES EDITOR



PSW GAME OF THE MONTH

The Game of the Month Award is what it is, the title that in PSW's opinion is the essential purchase of the month. Go and buy it now. Run!



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. Simply, if you like this type of game, you 'must buy'. Clever eh?



078 **SOCOM: Navy Seals**



086 **Soul Calibur 2**

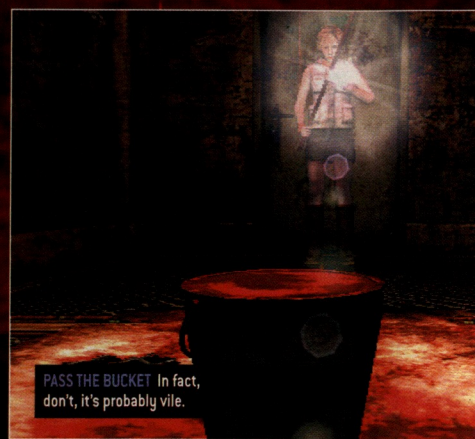
NEW RELEASES

ISSUE 42 SEES THE RECEIVED WISDOM THAT SEQUELS ARE NEVER AS GOOD TAKE ANOTHER BATTERING, THIS TIME AT THE HANDS OF BOTH *SILENT HILL 3* AND *SOUL CALIBUR 2*. WHEN THAT'S OVER, POP IN ON PAGE 78 TO WITNESS PS2 ONLINE BURST FORTH FROM BETWEEN THE LEGS OF *SOCOM: US NAVY SEALS*.

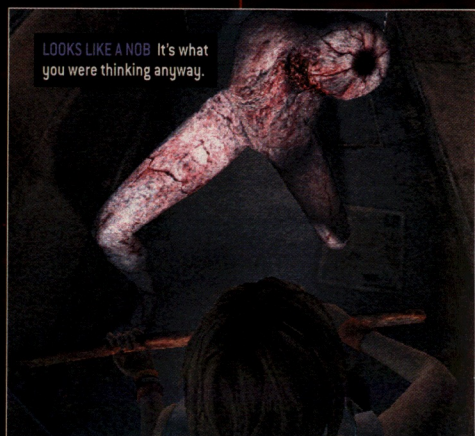
- 072** SILENT HILL 3
- 078** X-MEN: WOLVERINE'S REVENGE
- 080** SOCOM: US NAVY SEALS
- 082** BLACK & BRUISED
- 084** DANCING STAGE MEGAMIX
- 086** CHOPFLIFTER: CRISIS SHIELD
- 087** SMASH CARS RACING
- 088** SOUL CALIBUR 2
- 094** DARK CLOUD 2
- 096** ARMORED CORE 3
- 097** BLOODRAYNE



OH BOY These slimy foes were once kids. Bleurgh.



PASS THE BUCKET In fact, don't, it's probably vile.



LOOKS LIKE A NOB It's what you were thinking anyway.

SILENT HILL 3

NOW HERE'S A GIRL WITH A CULT FOLLOWING. A WHOLE CULT, FOLLOWING AT A DISTANCE, TO BE EXACT. WELCOME BACK TO AMERICA'S WORST TOWN. IT'S LIKE YOU NEVER LEFT...

TYPE	SURVIVAL HORROR
PLAYERS	1
OUT	MAY
PUBLISHER	KONAMI
PRICE	£39.99
DEVELOPER	KONAMI
SEE IT ON DVD	
/ Nasty flesh-beasts / Lovely, lovely Heather / Horrible atmosphere	

SOME TOWNS JUST DON'T HAVE good reputations. Stephen King's Castle Rock, for example.

Amityville. Buffy the Vampire Slayer's Sunnydale. And that little place by the shores of Toluca Lake called Silent Hill. We've been there twice before, and it all ended in fountains of blood, lakes of tears and plenty of locked doors. But now we're going back for a third time. Are we mad? If we're not now, we soon will be. Because things haven't got any nicer since the last time.

Heather Mason is our new heroine. A spunky teen with a loud mouth and disrespect for authority figures, Heather has a far darker destiny than most cookie-cutter game gals with attitude. It all begins when she wakes from the obligatory troubled dream to find her world's gone crazy in a 'visit to the abattoir' sort of way, and the key to it all lies in Silent Hill. She's a hottie, in a kind of whey-faced way. But you won't exactly be ogling her. Mind you, if it's flesh you want, Silent Hill's got plenty of that...

GRUESOMELY GOOD

The plot is as convoluted as we've come to expect from the series. We won't give too much away, (unless you read the Spoilers Ahead panel, which will give you a few clues), but it all begins with Heather meeting a man who claims

to have been hired to find her. A couple of other decidedly odd folk show up to make her life hell, and as you progress you'll get deeper into the Otherworld, Silent Hill's dark reflection where the monsters rule and the good citizens have been reduced to walking munchies for the hellspawn. As for graphics, well, how long have you got? *Silent Hill 3* not only represents a big improvement from the (hot-looking) previous game, it's also one of the best-looking games on PlayStation 2, period. The shots plastered over these pages don't do it justice, either, because you can't see it moving. Time to haul out our DVD and gaze on its dark majesty, then. It shows that you can still push the envelope of just how good a PS2 game can look, although we reckon it's more about crafty tricks than putting more stuff on screen.



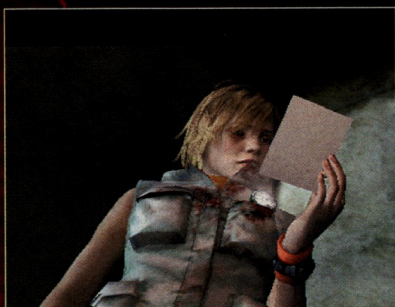
HOW'S IT HANGING? Collect blood from this man to make a sacrifice. Oh, that's so pleasant.



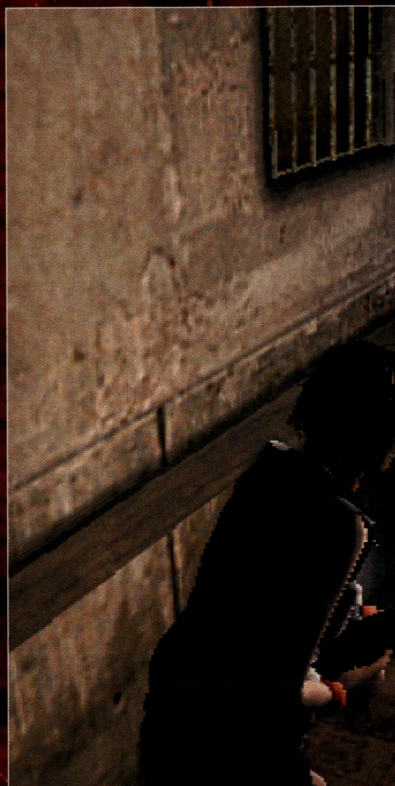
MIRROR MIRROR Heather's bad hair day just got worse.



ROTTEN TO THE CORE Like the apple at the bottom of the bowl.



LOATHE LETTER "Dear Heather. You will die. Love The Monsters."



Everything has been constructed to just one end – to make you forget you're just playing a game. Hence no power bars, bullet counter or level map on the main screen; in fact, nothing to clutter the action. But it goes further than that. Thanks to the cunning design of the game, where you can look around but never get too close to any one item, it's almost impossible to tell that everything's made out of polygons. Sure, it looks computer-generated – we're not quite at the photo-realistic stage yet – but no item ever looks simplified, or out of place.

LOADS OF RUBBISH

You've got to hand it to the designers – you enter a room full of crap and you're still impressed with the way everything looks. From a shop completely filled with souvenirs to the



TRANNNY-KENSTEIN It's wearing some sort of skirt. Oooh-kay...



MOSTLY ARMLESS A real human limb. Dead, though.



NURSING GRUDGES They're the lowest paid zombies.

/ MOUTHS ARE ANIMATED SO WELL YOU CAN ALMOST LIP-READ /

padding cell of an asylum, from the echoing platforms of a deserted underground station to the gruesome interior of a Satanic chapel, everything is perfect. The details start tricking your subconscious into thinking this is more than a game. It's the way the much-improved shadows fall on you as you move past a lamp or a turning in a corridor that's blacker than black. The way the textures of rust and carpet look just right, instead of digital pictures plastered onto simple models. The way there's no let-up in the level of detail, whether you're staring at a junk-strewn room or a swaying flesh-monster. Every corner of this world has been drawn with the utmost taste and precision. We honestly can't think of a creature or feature that hasn't been rendered chillingly well. Like in *Silent Hill 2*, you have the option to turn off the annoying grainy



OH THE HORROR "I lost a new blue biro. WHY LORD, WHY?"

HAVEN'T THE FOGGIEST!

WE PIT SILENT HILL 3'S FOG AGAINST THE WORLD'S MISTIEST PLACES.



>> TOP OF THE POPS

Dry ice causes some fogging, but hides atrocious miming and one hit wonders.



>> SCOTLAND

Foggy Scotland has the world's shortest draw distance – a mere 50 feet. That's shoddy.



>> SILENT HILL 3

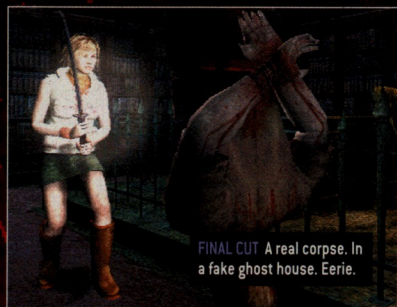
An undoctored *Silent Hill 3* shot. Nothing can compete with this level of gloom. Nice!

filter that tries to make everything look even more real, but instead makes it look like it's being beamed to you via a transmitter in Aberystwyth during a violent thunderstorm. We'll take our horror static-free, thank you very much.

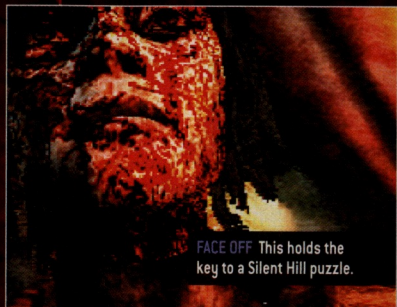
We've also been blessed with the very latest in digital acting, thanks to a respectable amount of cut-scenes that never get that intrusive – you always want to learn more about what the hell's going on. It's not all perfect. The dialogue is overloaded with mystical babble, and there's still that annoying pause between speakers that really gets our sacrificial goat. Occasionally when people are speaking, they appear to be subject to some kind of bizarre facial tics. In other words, all the sort of problems that occur when you're watching video game cut-scenes. But something's changed. Rather than having feeble puppet-gobs that open and shut while the voices speak, mouths are animated so well you can almost lip-read. Faces aren't just expressionless masks any more. Instead, they register subtle changes and reactions. Fear, scorn, anger, reassurance and contempt. It's not like watching real people act, of course. >

REVIEW

SILENT HILL 3



FINAL CUT A real corpse. In a fake ghost house. Eerie.



FACE OFF This holds the key to a Silent Hill puzzle.



FEMME FATALE When the ladies meet, it's carnage.



GOOD LOOKING Heather's head turn towards clues.



ROUND ROUND BABY An evil carousel. You scared?

No, it's like watching puppets brought to life. Eerie? Sometimes. But that's what you buy the *Silent Hill* games for, isn't it?

HILL OF BEINGS

If you've played *Silent Hill 2*, you'll know what sort of monsters to expect on your trip. If you haven't... oh boy. Everyone knows that these days, fighting the old-fashioned undead is about as scary as a trip to Woolworths for cut-price easter eggs. So what we have here is the re-invention of the zombie. Monsters in *Silent Hill* aren't made of rotting flesh. Instead, they have the bile-inducing consistency of a freshly opened wound. Everything's sticky, slick with

/ MONSTERS IN SILENT HILL HAVE THE BILE-INDUCING CONSISTENCY OF A FRESHLY OPENED WOUND /

blood and most of all, oddly formless. The biggest monsters tend to be the ones with the least shape to them. You can sometimes make out arms and legs, but hands are usually totally gone, or bound up. It's the human body transmogrified into meat. Nasty.

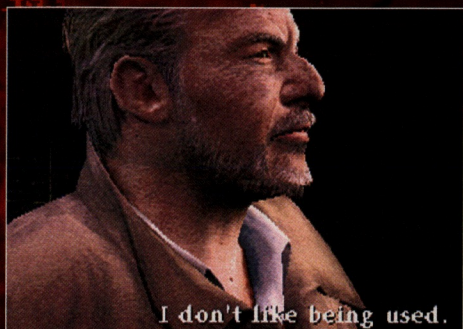
The only difference is that this time, there's more of them. Semi-mummified dogs with faces split vertically down the middle rush at you to knock you over. The melty nurses from *Silent Hill 2* make a comeback, in a slightly different form; hunched and sinister. But the main monster is the almost indescribable shambling hulk with the body of a woman, arms the size of carcasses and a head made of... well, it's difficult to say.

It's shaped like a tube or horn [or maybe just a penis, come to think of it... yes, that's it, a penis, ugh...]. Like most of the monsters that hang round *Silent Hill*, it never stops snuffling, shaking and sniffing, as if it's caught in perpetual spasm. Then there's the spider-fly-corpse things that hang in the air, coming down to whip you with their arm-blades. They're the worst possible combination of human and insect, and when you bring the patented *Silent Hill* stomp on their dying bodies, they'll squeal and writhe like a taxidermist's nightmare. Killing them is fully as gruesome as them killing you.

Have we mentioned the vomit-inducing fat blubber-corpses that deflate when you kill them? Or the man-creatures with machetes for hands? Or the sparse but spectacular boss battles? Well, they're all in there too. There are only about half a dozen fights that can be called boss battles at most, and that's stretching it. But they'll bring you face to face with some truly horrific bad guys/gals/things, from a giant sandworm to an aquatic zombie and supernatural hell-spawn. What's worse, *Silent Hill* is filled with flesh-creations that aren't even monsters. Strung up all over the place are semi-

WARNING: SPOILERS AHEAD!

IF YOU DON'T WANT TO KNOW THE STORY, LOOK AWAY RIGHT NOW.



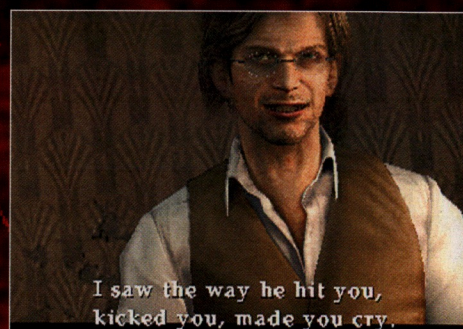
I don't like being used.

Private dick Douglas has been hired to find Heather. Could she be subconsciously controlling the switch to the Otherworld? The plot of the very first *Silent Hill* game might give you some clues, so start boning up on your classics.



I wish only for the salvation of Mankind.

Lovely Claudia here is a sinister acolyte of a cult that is trying to resurrect God in the form of a new-born baby. But is it God or... something else? Something more evil? Well what do you think? This isn't *Teletubbies*, you know.



I saw the way he hit you, kicked you, made you cry.

This fella Vincent is mad as an elk, and belongs to the same church as Claudia, but he's working to different ends. He's also evil – you can see it in his eyes. Want to know what he wants? You'll have to play... we're not giving it away.



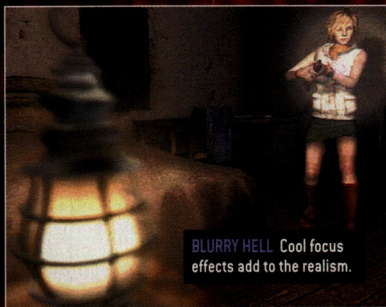
FUNNY BUNNY Who's inside the costume? A dead man.



PLAYING HANGMAN This is not quite what you think.



CHURCH LADY But this is no normal house of God.



BLURRY HELL Cool focus effects add to the realism.

living statues of quivering people-meat. Monuments to pain. Ungodly beings tethered, chained or hanging from the ceiling dripping gore. It's like Frank Bough's birthday party in there, so it is.

Mind you, there are some awfully nasty set-pieces. We'll give you a flavour with just one, midway through the game. Here goes – at one point, you enter a dark, dingy room with a giant mirror covering one wall. Something strange is happening to the floor in the mirror room... it seems to be covered in blood. As you watch – and this isn't a cut-scene, it's part of the real time action – the blood flows somehow from the mirror image through a dirty sink in the corner, and slowly, inexorably onto the floor beneath your feet. And as the floor gets bloodier and bloodier, your reflection is changing. Becoming more red. Less skin. More... fleshy. And finally, as the floor is completely covered in gore, your reflection stops moving and stands there, staring at you. We don't want to give too much away, but rest assured that it's a pointer to a climactic battle later on.

Even the team behind all these monsters don't expect you to destroy them with your bare

hands, although we wouldn't be completely surprised if they did, the sickos. Starting off with a teensy knife, you'll soon progress to a fast but not terribly useful handgun. Pretty soon you'll get hold of an iron bar. From here on, it gets much more intense, with samurai swords and a giant flail brought into the mix. The shotgun is our weapon of choice, though. One shot at close range does far more damage, and it's not that slow-loading either. If you can find the stun gun, you'll have fun, and a silencer means shooting will attract less attention from other monsters, although at a cost to the damage you inflict.

BANG, BANG, YOU'RE DEAD... ARE YOU?

The newest addition to the *Silent Hill* armoury is the machine gun. A split-second of high-intensity fire from this baby, and the hardest shambler is lying on the floor in pieces. It's hardly surprising that you're not exactly showered with bullets for it. We were expecting a little more action-oriented action this time round, but we've been fooled by the hype. Apart from this tasty bit of kit, *Silent Hill 3* is really no more fight-centred than the last game, and monsters can often be avoided simply by



FATBOY GRIM These lady bloaters deflate on death.

/ THE EMPHASIS IS ON SMALL-TOWN EVIL AND WEIRD MEAT-PUPPETS /

running past them as easily as killing them. As there's no gameplay bonus for getting rid of them, the reason you'll be killing them most of the time is simply to get them off your screen and stop the hideous shrieking that accompanies them. And guess what? You never have enough bullets. You mean you aren't surprised by this?

If all this is sounding uncomfortably familiar, we wouldn't be shocked at all. Not only is *Silent Hill 3* very similar to the second game, it's strangely lacking in shocks. Weird events: plenty. Horrific carved-up dead people: more than you'd believe. But actual moments that will make you jump: virtually none. Maybe it's because everything pans out how we expected it to. With the emphasis on small-town evil and weird meat-puppets, it's more David Cronenberg-style weirdness than *Evil Dead* gore. >



STATUE RISK Theme park models... dead spooky.



WHAT THE...? Later in the game, you'll encounter mould-encrusted dudes like this. Great effects.



WALLS HAVE FEARS Blood crawls across these walls.



CIRCLE JERK Guess which bodily fluid's shown here?



CELL DAMAGE Yet another room to explore. Oh, the horror.

/ HEAR THE HISS OF THE RADIO, THE SWELL OF THE MUSIC AND THE INSANE BURBLE OF A DEMON CLOSING IN /

What it does have is a continual aura of danger. Every time you enter a room, the first thing you see is Heather. You'll have to press a button to pan the camera around and confront whatever's in the room, or walk forward blindly into the dark. Of course, you'll know if the monsters are around because of the static from your radio, but you won't know just what you're about to see. Most of the time though, what you see is literally trash. This is when *Silent Hill 3* seems to be its own worst enemy. People have obviously spent ages creating every room in stunning detail – but nine out of ten rooms are decayed and rubbish-strewn. In real life, you'd call most of these rooms empty, although they usually hide clues, items or secrets. The all-covering fog is back when you're wandering

around Silent Hill (see the Haven't The Foggiest panel), but it's a tiny part of the game and you won't be outside for very long anyway. Fine with us, because it was one of *Silent Hill 2*'s sore points. Still, you have to admire the wispy fog effects all the same, even if you can't see anything else.

PET (SEMETARY) SOUNDS

To get the most freaked out by *Silent Hill 3*, you'll have to turn up the volume. Stepping into a new, darkened space isn't half as scary unless you can hear the hiss of your radio, the swell of the music and the insane burble of a demon closing in. Or worse, when you step through a door and all you can hear is an eerie silence, broken by whispers from far away and the stretch of an

unsettling darkness in front of you. Just like before, your radio is your proximity meter, crackling louder as the beasts shamle into your torch beam. During a fight, the background music swells up hellishly, mimicking the adrenaline coursing through Heather's veins. Once the beasts are dead, there's an ominous second while the music continues, and you wonder with a sinking heart where the other fiends are... before it sinks back down into background noise, and you give a sigh of relief as you realise the room is clear.

Perhaps the biggest service the audio provides is the normal, everyday sounds you make as you explore. Every one of them is faultless, from the tramp of your feet across a metal grille to the [very familiar] rattle of a

DÉ JÀ DEAD

RECOGNISE THIS LOT? SILENT HILL 3 NICKS SOME CLASSIC HORROR THEMES.



>> SCREAM

Sassy female teen heroine inadvertently caught in the middle of small-town terror...



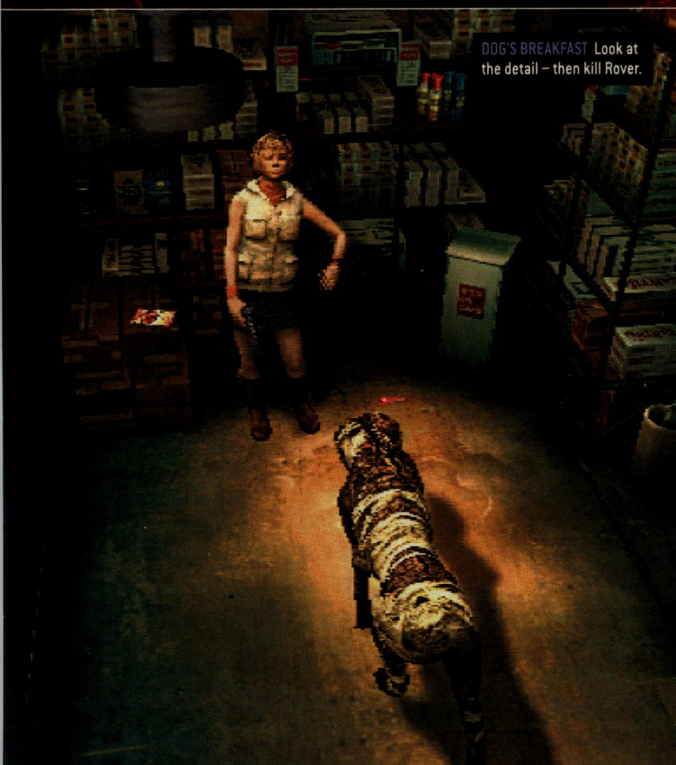
>> DAWN OF THE DEAD

Trapped in a shopping mall by quivering undead monsters intent on her flesh...

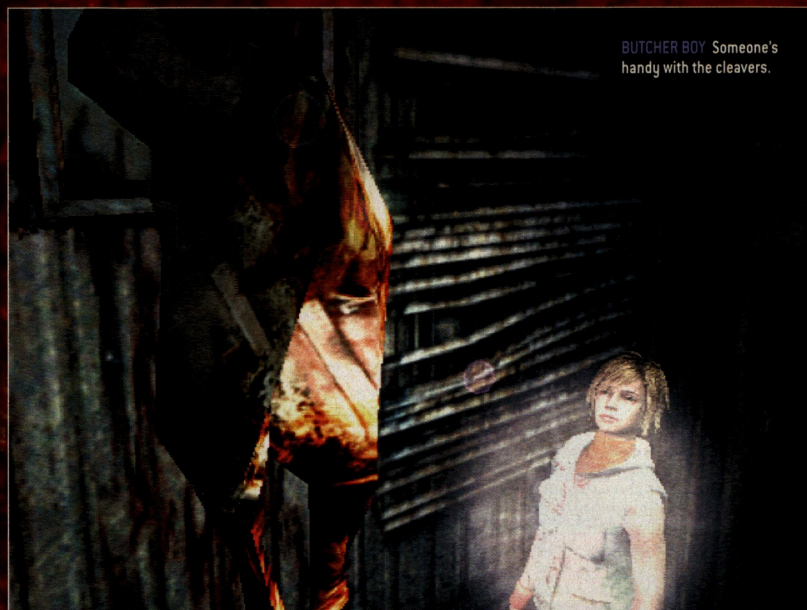


>> THE FOG

Terrorised by zombies coming out of a ripe pea-souper. Nah, it's all co-incidence...



DOG'S BREAKFAST Look at the detail – then kill Rover.



BUTCHER BOY Someone's handy with the cleavers.

locked door, or the sinister buzz of an industrial Otherworld lift as it ferries you to another unknown basement. Just like the exemplary graphics, the sound takes the game to the next level, grabbing you and pushing you right into the middle of the action.

SUTURE IMPERFECT

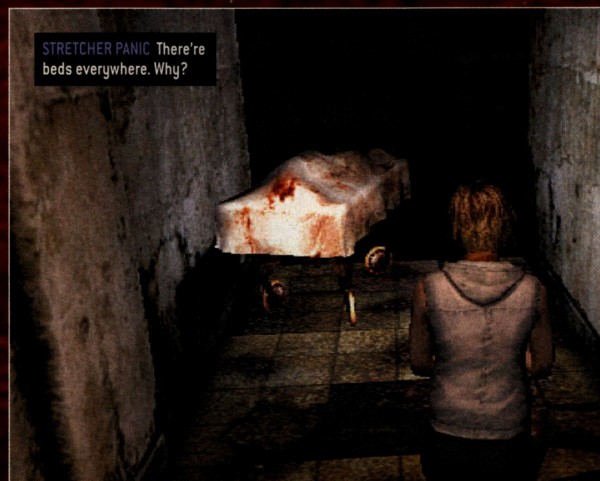
Now that's the good stuff. But it's not all dandy, sadly. *Silent Hill 3* can be both frustrating and dull, and what's worse it's frustrating and dull in exactly the same way that its predecessor was. Puzzles are exactly the same type of thing that we've seen a bazillion times before in survival horror games. There's an odd obstacle, like a ladder you can't reach or a door that has to be forced open. Somewhere, usually as far away from the obstacle as you can get, is an item or two that need to be collected to get past it.

You soon get into the habit of methodically checking every door and pressing X around every surface, just to check you haven't missed a vital item. Because if you have, there's no possible way around it. You'll simply have to backtrack through the labyrinthine corridors and search again. Heather's fabulous turny head will indicate where vital clues are by looking in the right direction, but it's still easy to miss. Items aren't too hard to find, but some of the puzzles are as dumb as they always are in survival horror games. We can forgive Heather's complete lack of climbing skills – she is a girl, after all – but not her inability to walk over raised objects

that present zero challenge to anyone with both legs functioning.

And then there's the doors. Ah, the doors. We counted in the region of 90 doors in the hospital alone, a large part of the game's mid-section (and yes, it's Brookhaven Hospital again, just like in the second game. My pills, nurse!). So 90 doors then, most of which are locked – you'll have to check most of them to see whether they open or not. And that's not including the fact that once you've explored it all, you'll be drawn into the sticky Otherworld and have to go through the exact same layout again, door by door. We're not arguing that it's been mindlessly stretched out, by any means. The switch to Otherworld isn't merely to prolong the boredom of exploration, it's to ramp up the terror. But the whole game just isn't that long, and experienced horrorheads will find probably themselves at a premature climax. Choosing easy mode will walk you through the game with hardly a monster in sight as well, so stay away if you want your money's worth.

So *Silent Hill 3* is going to inflame opinion. Some will love what it does so well, whereas others just won't see the point at all in re-enacting a drama they've become far too

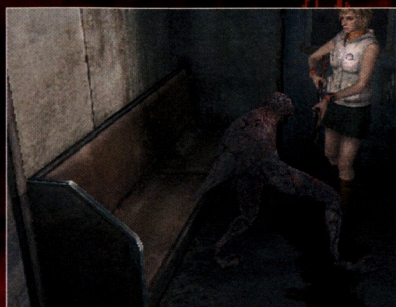


STRETCHER PANIC There're beds everywhere. Why?

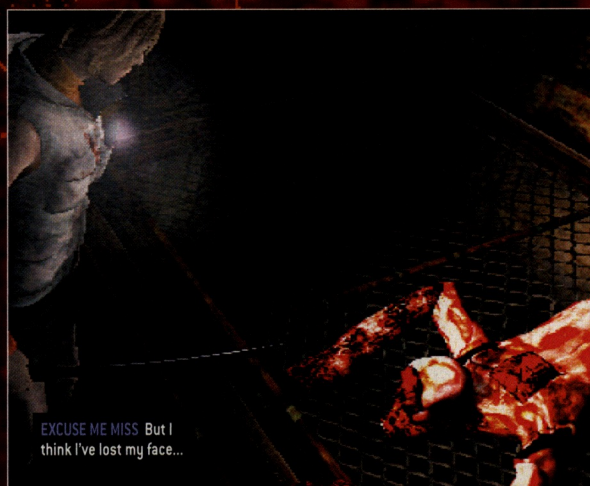
/ IT'S A QUALITY SLICE OF GAMING AND ONE OF THE MOST UNSETTLING THINGS YOU'LL PLAY /

familiar with. Some will value another chapter in the increasingly deep and deranged *Silent Hill* story, but others will be unimpressed with the generally cosmetic nature of the changes since the last offering. Love it or hate it, it's a quality slice of gaming and one of the most unsettling things you'll play all year. All this goes with a word of warning – if they try and get us back to *Silent Hill* for a fourth time, we'll be expecting a lot of changes. And so should you. If this is the last *Silent Hill* title, then so be it. We've had a lovely stay, cheers, but it's probably time for the clever people who invented this little town of horrors to get on with something new, different and even more disgustingly weird.

/ JOFF BROWN



BEAT HIM OFF There's no way he's getting a kiss tonight.



EXCUSE ME MISS But I think I've lost my face...

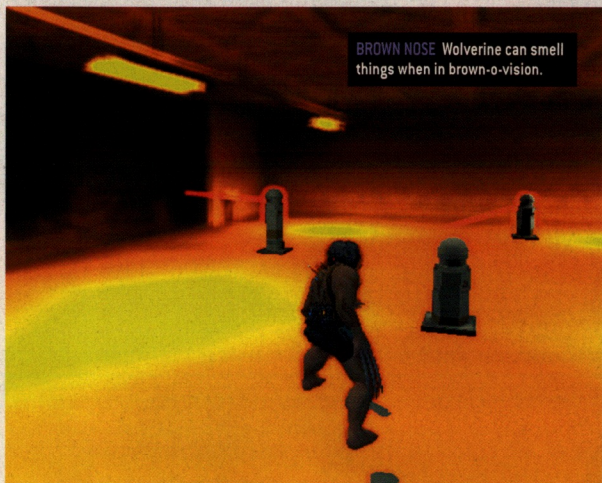
VERDICT		PSW
UPPERS	DOWNERS	
- Frighteningly good-looking	- Incomprehensible story	
- Intriguing plot	- Familiar puzzles	
- Excellent action	- Similar monsters	
- Utterly evil	- Same old, same old...	
GRAPHICS	- Everything looks real, from flesh to trash	9
SOUND	- Tasty effects and themes. In a word... sound	9
LIFESPAN	- Pretty short. Multiple endings, but that's it	6
OVERALL SCORE		8
Stunning looks and mindbending plot mean this is something of a PS2 classic. Haters will find it all very samey, but there's no denying its ultra-high-quality horror nonetheless.		

REVIEW

X-MEN 2 WOLVERINE'S REVENGE



GUNNING LATE On a later level you get to man this laser turret.



BROWN NOSE Wolverine can smell things when in brown-o-vision.



X-MEN 2 WOLVERINE'S REVENGE

LOGAN RUNS INTO TROUBLE IN AN UNINSPIRED MOVIE TIE-IN. MORE STEALTH SIR?

TYPE	ACTION
PLAYERS	1
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	£39.99
DEVELOPER	GENEPOOL
SEE IT ON DVD	
/ Stealthy sneaking / Hand-to-hand combat / Strike attacks	

WOLVERINE'S REVENGE IS A medium-sized stick of rock, through the centre of which the word 'ordinary' is printed in a food colouring of a fair-to-middling quality. The game begins with an undistinguished cut-sequence, voiced by rent-a-gob Mark Hamill, that details a generic – sorry genetic – experiment taking place within a slate grey military compound. It's a moment of spellbinding audio-visual mediocrity, one that perfectly captures the overwhelming averageness of this uniquely unexceptional action title.

Frankly, *Revenge* has everything you'd expect from a middle-of-the-road PS2 game. The graphics are largely drab with occasional bangs and flashes, the gameplay blends cockeyed stealth sections (you don't say?) with brainless combat, and the controls are dangerously imprecise. If you're looking for a reference point, *Wolverine's Revenge* is *Metal Gear Solid*'s spottier, less talented cousin.

The fact that it merits a full five marks means that we don't hate it all, however, so here are the few bits we like: Wolverine himself is a fairly versatile character, able to execute extravagant stealth kills and to use his extra-sensory abilities to detect enemy presence. We also admit to being impressed by the sheer mass of game on offer. The levels are huge and, provided you've got the stomach to accommodate a plate piled

high with generous servings of hard-boiled blandness, you'll soon recoup your cash outlay in gaming hours. It's also a title that understands the need to reward that player. *X-Men* enthusiasts can invest extracurricular evenings in collecting alternate costumes and taking part in a dog-tag challenge, 'borrowed' from *Metal Gear Solid 2*.

None of which was enough to significantly raise our enthusiasm levels, and by the time we'd reached the third act of six we became conscious of the fact that the only reason we were still playing *Wolverine's Revenge* was because we were being paid to do so. If cars ran on bodily waste, if every house had fresh milk on tap, if we had rich parents who could afford to keep us in cravats and luxury caravans we would've walked away right there and then and never looked back. As it was, we forced our way through the



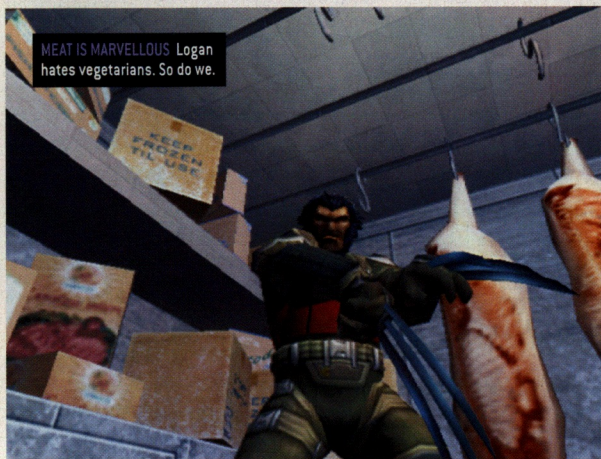
TALON-TED Creep up on guards, then let fly with the claws.



BITCH FIGHT Quiet kills earn you dog tags, like *Metal Gear 2*.



BARRIER WHITE Defeat this chap by making him run into the fence



MEAT IS MARVELLOUS Logan hates vegetarians. So do we.

remaining sections of the game with tears of anger in our eyes, cursing the name of Stan Lee every inch of the way. It never got any better.

A large part of the problem lies with the stealth sections, which are unforgiving and terribly frustrating. Time and again you're told via your intercom to be quiet, to keep your head down, to lie low. Time and again you struggle to make it past the guards unnoticed on account of the fact that you can't tell where the sentries are posted or how far their field of vision stretches. Solid Snake has a handy pocket radar to help him through tight spots such as these. Wolverine isn't so lavishly equipped, and often you're left with no choice but to employ a trial and error method of attack, one that wears a bald patch in your



ELECTRIC DREAMS Here, you make robots fight other robots.



MEET THE BOSS The boss encounters are largely frustrating.

/ IT'LL LAST YOU AGES, PROVIDED YOU'VE GOT THE STOMACH FOR GENEROUS SERVINGS OF HARD-BOILED BLANDNESS /

patience faster than you can scream, "What the **** did I do with that ****ing receipt?"

The remaining 70% of the game is occupied by hand-to-hand combat, which is fine until you realise that there's little more to the fighting than pounding the buttons and allowing the multiple enemies to queue up in order to receive their beating. Get in close to your enemy and you're sometimes given the chance to pull off a special Strike move. But that's the problem – it only works sometimes. On certain occasions you'll be within grabbing range of your opponent but the game won't let you cut loose. This small crack becomes a major rupture when you're fighting a boss who can only be defeated through a Strike attack and the control method continually lets you down. Grrr. In fact, double grrr.

Our list of grievances is so familiar that it could've been written about any movie tie-in released over the last five years: the puzzles are lame (press the switch, find the door), the enemies are clumsy and the game environment is a dirge, a mess in concrete and steel with all the finesse of a multi-storey car park. A splash of colour, a roll of wallpaper, a couple of freshly



ARMLESS This man is about to surrender. Kill him anyway.

ANATOMY OF A SUPERHERO

WOLVERINE DISSECTED AND EXPLAINED

1/ THE CLAWS – MADE FROM 100% STAINLESS ADAMANTIUM, WOLVERINE'S TALONS ARE HIS VERY BEST FRIEND. BY RETRACTING THEM DURING THE GAME, YOU CAN RECHARGE HIS ENERGY.

2/ THE SIDEBURNS – LOGAN JUST WOULDN'T BE THE SAME WITHOUT HIS JET BLACK MUTTON CHOPS. ON ANYONE ELSE THESE BURNS WOULD INSPIRE DERISION. HERE THEY INSTIL FEAR.

3/ THE NOSE – WOLVERINE'S EXTRA SENSORY ABILITIES MEAN HE CAN SMELL OUT TROUBLE LONG BEFORE HE SEES IT. ALWAYS REFER TO HIS BEAK WHEN ENTERING CROWDED AREAS.

4/ THE EYES – BEING AN X-MAN ENTITLES YOU TO SEE GUARDS LONG BEFORE THEY CAN SEE YOU. THE FACT THAT WOLVERINE CAN DETECT HEAT – AND THEREFORE FOOTPRINTS – ALSO HELPS.

5/ THE KNEES – OFTEN WOLVERINE IS REQUIRED TO ATTEMPT TO STEALTH HIS WAY THROUGH A DESIGNATED AREA. HE THEN CROUCHES DOWN, USING SUPER-POWERED KNEE JOINTS TO BEAR THE LOAD.



BRAWLING OUR EYES OUT If only there was more to the combat.

upholstered ideas and *Wolverine's Revenge* could've been vaguely enjoyable. But it isn't.

Just as it seems that Marvel's movies are bound by the laws of diminishing returns (*X-Men* was great, *Spider-Man* was good, *Daredevil* was OK) so their games now appear to be declining at a gradual rate. *The Hulk* is up next, and if that doesn't significantly up the stakes we're going to burn down our local comic shop. At the bottom of the notes made during our time with *Wolverine's Revenge* we wrote a single word. That word was 'guff'. We can truly say no more.

/ JON BROWN

VERDICT

PSW

UPPERS

- Wolverine looks the part
- Tonnes of game
- A couple of decent sections
- We quite like Wolverine

DOWNERS

- We're bored of stealth play
- The levels are nondescript
- The combat is repetitive
- It made us angry. And upset

GRAPHICS - The characters look OK, the backgrounds don't

7

SOUND - A suitably grand soundtrack, OK effects

7

LIFESPAN - Creaking, yellowing and tired

4

OVERALL SCORE

The only good thing about *X-Men 2* is the fact that it shares a name with a (hopefully) sound action film. If you're looking to express your inner superhero, go with *Spider-Man*.

5



QUICK GAME OF POOL? The environments are realistic at least.



COVER ME! Make sure nobody escapes out of the doorway.



SOCOM: US NAVY SEALS

DOES ANYBODY WONDER WHETHER THERE'S A US NAVY POLAR BEARS DIVISION AS WELL? OR PENGUINS FOR THAT MATTER? NO? JUST US THEN...

TYPE SHOOTING

PLAYERS 1-16

OUT MAY

PUBLISHER SONY

PRICE £49.99

DEVELOPER ZIPPER

SEE IT ON DVD

/ Evil Commies dispatched
/ Truth and justice upheld
/ God Bless America!

DOGS IN CLOWN COSTUMES AND

Marmoset monkeys enjoying a shave: both pretty silly looking, but they don't look half as daft as someone trying to bark out orders to a group of imaginary Navy SEALs. And while sat in the middle of a bunch of sweaty games journalists too? Now you're talking straightjacket material.

But that's the position we found ourselves in while playing *SOCOM: US Navy SEALs* thanks to the latest piece of PS2 'gimmickry', the voice-activated headset. It actually lets you talk to your PS2 and everything see, and if that isn't enough to get over-excited about (because as the more eagle-eyed of you may already have spotted the inclusion of said bit of technical hardware bumps up the sale price to a portly £49.99) then hold onto your balaclavas Navy boys because *SOCOM* is also one of the PS2's first fully online games.

So how does it all work then? Well despite the odd bit of *Splinter Cell*-style stealth-based

terrorist bashing that needs to be dabbled in, *SOCOM* is pretty much a team-based game at heart and that means dragging yourself, and your comrades, through some of the most dangerous, commie-infested parts of the world. Teamwork is the all-important factor here and without giving orders to your crack team of Navy SEALs how are they going to know which bad guy to take out next?

This is where the headset comes into play, as it's through this that you give and receive all of your orders. Of course, in the multiplayer mode this is done by chatting to everybody else who's online through the headset (with selective channels so that you can restrict your outgoing messages to specific people), but it's the clever voice recognition system the single player mode uses, which requires simple verbal commands such as 'Bravo Deploy Frag' and 'Able Fire At Will', that'll have you animatedly shouting at the screen like a Special Brew-fuelled tramp in a bus shelter.

IN THE NAVY

Shouting aside though – and you'll soon stick to using the joy pad activated menus for giving orders once the novelty of yelling them wears off

– everything else about *SOCOM* smacks of mediocrity. For one, it's graphically uninspiring. With combat settings ranging from the snowy plains of Alaska through to the steamy jungles of South East Asia you'd expect a real tour de force when it comes to the environments, but visually *SOCOM* comes nowhere near the standards of similar games such as *Splinter Cell* and *Metal Gear Solid 2*. That's fair enough when you consider things need to be kept fairly simple, what with all the information that's flying round the world wide web during multiplayer games and that, but surely things could have been a bit better looking than this?

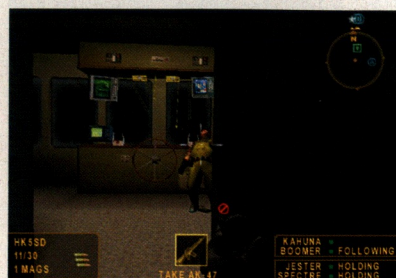
It's also disappointingly easy in parts, mainly thanks to the sheer stupidity of some of the enemy soldiers you'll come up against (and we're talking about the computer controlled guards in the single-player mode here as opposed to the US gamers we found online). Yes, it can be tricky if you insist on heading into every mission as some kind of lone ranger, but take the time to spy out the land and use your fellow team members wisely as back up and the terrorists fold quicker than a house of cards in a hurricane. Perhaps it's all down to the US theory of all terrorists being stupid, but we find it a bit much



NAVY SEALED WITH A KISS Sealed with a burst of gunfire to the kisser more like.



ARCTIC WONDERLAND There's a massive range of environments.



SHADOW WARRIOR Can you see us hiding there? Well, can you?

IT'S WAR WE TELLS YA!

HOW DOES THE MULTIPLAYER GAME WORK THEN?

Q. SO WHAT'S ALL THIS ONLINE BUSINESS ABOUT? DOES IT MEAN I CAN PLAY AGAINST PEOPLE ON THE OTHER SIDE OF THE WORLD?

A. Yes indeedy. Although you won't have to get dressed up and look as stupid as this, once you're all tooled up with the forthcoming broadband adaptor you'll be able to go online and play *SOCOM* against anybody else in the world who happens to be logged on at the same time as you.

Q. WILL I BE ABLE TO PLAY WITH PEOPLE AS WELL AS AGAINST THEM?

A. Again, yes. *SOCOM* is a team game, which means you'll be working with other players as well as against them. And don't forget you can communicate with your fellow comrades through the headset, even if they happen to live on the other side of the world.

Q. AH, BUT IS IT ANY GOOD?

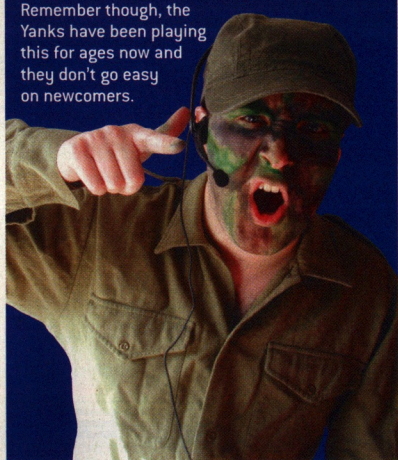
A. Pretty good, yes. With up to 16 players per game, it's a lot more manic than the single-player game and a lot more involving too, since you'll be relaying orders between real, live people as opposed to the daft computer-controlled soldiers.

Q. HOW ELSE IS IT DIFFERENT TO THE SINGLE PLAYER MODE?

A. Rather than taking on set missions like the single player game, *SOCOM* multiplayer has three separate game modes, each of which sets Navy Seals against Terrorists in slightly different ways. One mode has you fighting over hostages, another revolves around a bomb that needs planting (or diffusing) while the last is all out war. Plus there's also an option to organise your own clan: a gang of players you regularly meet up and play with.

Q. WORTH BUYING THEN?

A. If you do have online capability, and the idea of being a Navy Seal sounds like your kind of thing, then *SOCOM* is definitely worth a look. Remember though, the Yanks have been playing this for ages now and they don't go easy on newcomers.



WE COME IN PEACE! SHOOT TO KILL! Delicate war negotiations, American Navy style.



SHOCK AND AWE WARFARE Move quickly, strike precisely and they won't know what hit 'em.

**/ THOSE OF
YOU LUCKY
ENOUGH TO
BE HOOKED
UP CAN LOOK
FORWARD TO
A GAME LIKE
NO OTHER ON
THE PS2 /**

to swallow when a heavily armed Soviet activist misses the rifle-firing Navy Seal stood just two feet behind him.

It's a pity, because it spoils what could have been a really entertaining single-player game, and let's face it, with still only 10% of the UK hooked up to broadband, that's the only part of the game most people in this country are going to be playing.

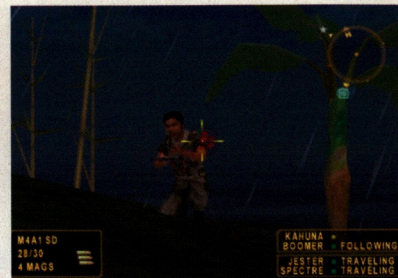
HELLO SAILOR

Those of you who are lucky enough to be hooked up with a fat internet pipe (and prepared to shell out on the online fees), however, can look forward to a game like no other on the PS2, and that's mainly because we can't think of any other PS2 online combat games. With up to 16 players online at a time and three games modes to sample - Extraction (hostage rescue), Demolition (bomb planting) and Suppression (simple combat supremacy) - it really does offer some manic, speedy and entertaining close-quarters combat.

And even if you are stuck with the single-player mode, at least you can take some comfort from the satisfying feeling of putting together a storming plan of action. Taking up a covering



NIGHTY NIGHT VISION One unsuspecting dead sailor coming up.



JUNGLE BOOGIE Shoot the locals and ask questions later.



SWAMP FEVER Aah, the glamorous life of a US Navy Marine.

position in the bushes outside an enemy hut, before ordering your fellow men to storm the front door, for example, gives a real glow of satisfaction. There's a superbly implemented briefing section as well, that allows you to study detailed maps of the mission area, equip your Seals from an armoury of more than 30 different weapons and view brief video hints for all of the mission's primary and secondary objectives.

But fun as developing your strategic plan of action might be, it can't make up for the fact that the single player element of the game just isn't long and challenging enough to justify the price of the package. The novelty of the headset wears thin very quickly (and it's bloody uncomfortable too) and that's not good enough given it's probably going to be the main selling point for the majority of broadband deficient UK gamers. Still, it's sold more than a million copies in the US already, so if you are one of the lucky few who's hooked up to the net at least you're never going to be short of someone to play with.

/ MARK ROBINS

VERDICT

PSW

UPPERS

- Cool voice recognition
- Great online experience
- Teamwork angle works well
- Loads of ace guns

DOWNERS

- Not that great looking
- Daft computer enemies
- Uncomfortable headset
- Who's got broadband?

GRAPHICS - Will all online games look this bad?

6

SOUND - You talk to PS2, it talks back to you!

8

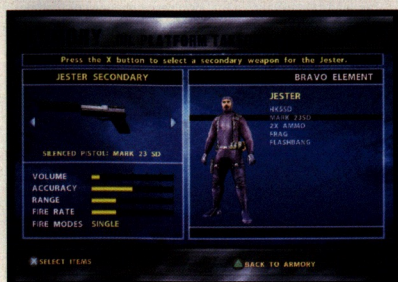
LIFESPAN - Twelve easy missions, if you're not online

6

OVERALL SCORE

There's no denying *SOCOM* is a fun online game, but until lots of UK people get hooked up we're judging it on the merits of its single player game, and sadly it's not that good.

6



GUNS AND AMMO Remember to stock up on grenades now.



PURPLE & CUT Mickey McFist on the wrong end of yet another mauling.



BLOW HARD There's no stamina bar here, so feel free to jab away.



CATCHY HOOK When powered-up, your blows are twice as dangerous.



TAKE NO PRISONERS There's a good cross-section of characters.



TAKE THAT! Unless you've got a like-minded mate, this is a rental only.

BLACK & BRUISED

A CEL-SHADED BOXING GAME THAT SHOULD'VE BEEN RUBBISH BUT ISN'T.

TYPE	FIGHTING
PLAYERS	1-2
OUT	MAY
PUBLISHER	VIVENDI
PRICE	£34.99
DEVELOPER	DIGITAL FICTION
SEE IT ON DVD	
/ Mickey McFist goes nuts / Swelling and bleeding / Bonkers knockout blows	

LIKE READY 2 RUMBLE 2, BLACK

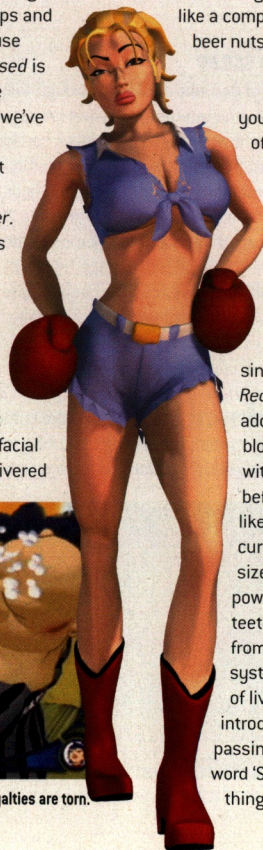
& Bruised requires nothing more than calloused fingertips and a sturdy joystick. Because

like *Ready 2 Rumble 2*, *Black & Bruised* is brainless beyond belief. In fact, if we were forced to line up all the games we've ever played in order of intelligence, Digital Fiction's fighter would be right down at the Top Trumps end, two places below *Cuddle the Dead Badger*. It is, as the saying so nearly goes, as thick as two short morons.

That doesn't stop it from being fun, in a breaking stuff kind of way. The characters are cartoonish and well drawn (from the opera singer to the Oi-ish brawler), the scraps are fast and suitably brutish and – most importantly of all – the extremes of facial damage promised in the title are delivered



RACK IN THE FACE Cel-shaded breasts – our loyalties are torn.



in fine style. Each of the combatants has a decent enough range of combos, but, much like a complimentary bowl of urine-flecked beer nuts stationed on the bar of a quiet village pub, it's entirely up to you how much you take in. Help yourself to a lightly-salted stream of hard-hitting punches by all means, just don't feel that you have to. Often you're best off just forgetting any pretence at boxing technique; howling at the moon and freaking out with the X button is equally as likely to result in a victory.

Black & Bruised bolts just a single innovation onto the basic *Ready 2 Rumble* engine: the addition of power-ups. Every clean blow you land sees you awarded with a single star. Reach ten stars before your opponent does likewise and you'll grab the item currently on display, be it an oversized S offering you a single, high-powered punch or a set of vampire teeth that entitle you to steal health from your opponent. It's a neat system, one that does a decent job of livening up the fights while subtly introducing the merest hint of a passing nod in the direction of the word 'Strategy'. In short, it's the best thing about *Black & Bruised*.

As always with arcade-style fighting games, the only way you're going to get anything like the most out of *Black & Bruised* is if you can find a mate willing to act as your sparring partner. The PS2 makes a decent fist of offering you a challenge, but the simple play means you'll be bored within hours. The two-player mode, on the other hand, is solid enough to last you days.

Please don't mistake any of this as a recommendation to buy *Black & Bruised*. The score below is more a reflection of the fact that we enjoyed beating the crap out of an overweight opera singer than anything to do with its merits as a PS2 game. Not a great game then, barely even a good one, but at times it made us chuckle, and that's got to count for something.

/JON BROWN

VERDICT

PSW

UPPERS

- Fast and brainless
- Power-up system works well
- Characters are nice
- Good on two-player

DOWNERS

- We can't condone cel-shading
- Gets boring fairly quickly
- Worse than *Ready 2 Rumble 2*
- We can't condone cel-shading

GRAPHICS - We really can't condone cel-shading

7

SOUND - Tiresome banter between the fighters

6

LIFESPAN - So shallow we can only advise a rental

5

OVERALL SCORE

There might be something here for you, but only if you loved *Ready 2 Rumble 2* and you're a fan of games coloured from a extremely limited palette.

6

SELL YOUR SOUL!

EVERYONE NEEDS A BIT OF THE OTHER. WE WON'T TELL.

BRAND NEW FIRST ISSUE! FREE MASSIVE DOA POSTER INSIDE!

XBOXWORLD

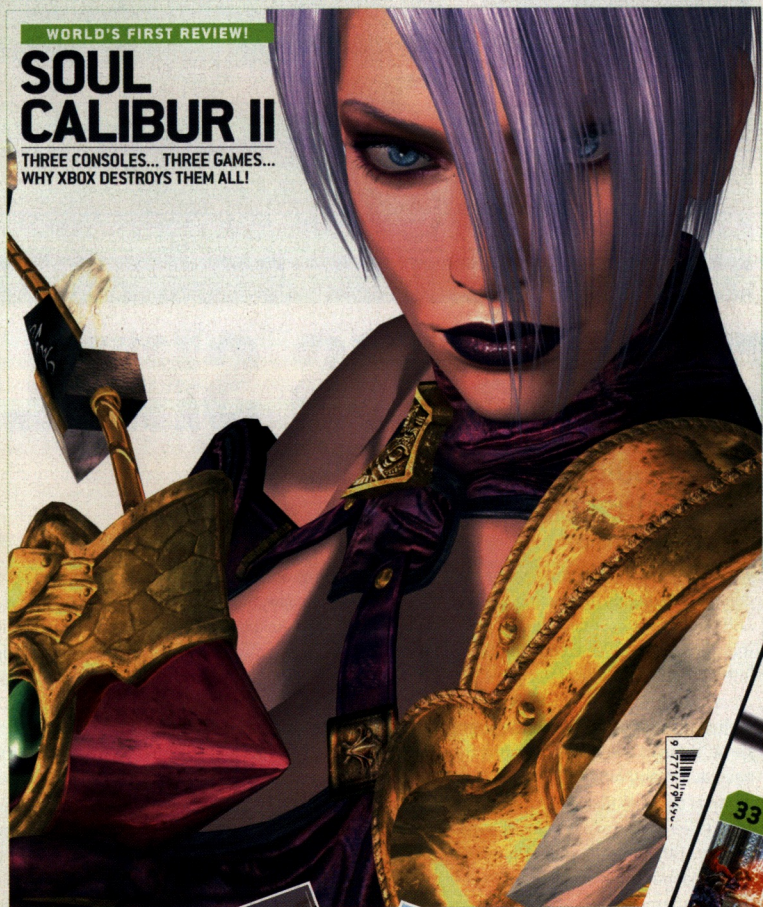
THE FUTURE OF XBOX ENTERTAINMENT

ISSUE 01 £3.99

WORLD'S FIRST REVIEW!

SOUL CALIBUR II

THREE CONSOLES... THREE GAMES...
WHY XBOX DESTROYS THEM ALL!



MASSIVE
VOLLEYBALL
GIRLS
POSTER!



BEEN CHEATING ON YOUR PS2?

So you're a two-console household. Don't be ashamed. That's good, it means you want the best of everything, but until now you've only had rubbish Xbox mags to choose from. Not any more – Xbox World has arrived.

INSIDE ISSUE 1 OF XBOX WORLD

- ★ XBOX LIVE: ALL YOUR QUESTIONS ANSWERED
- ★ SOUL CALIBUR II: GIGANTIC REVIEW
- ★ DEAD OR ALIVE VOLLEYBALL: SAUCY WALL POSTER
- ★ MOTOGP 2: THE ONLINE RACER EXPOSED

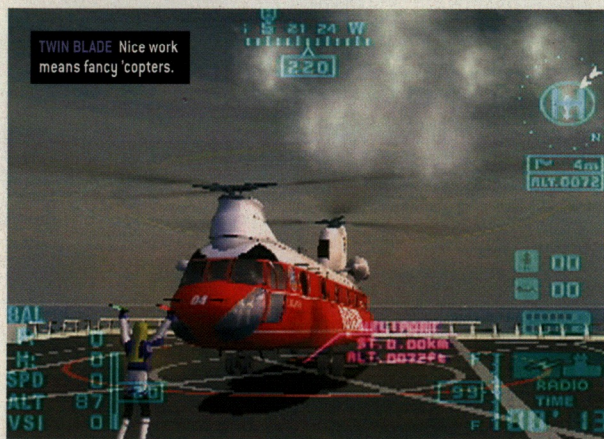
ON THE XBOX WORLD DVD

- ★ SUDEKI: FINAL FANTASY FOR XBOX?
- ★ SOUL CALIBUR II: SEE HOW XBOX EXCELS
- ★ NUDE: NATURAL ULTIMATE DIGITAL EXPERIMENT
- ★ OVER TWO HOURS OF INTERACTIVE XBOX ACTION!

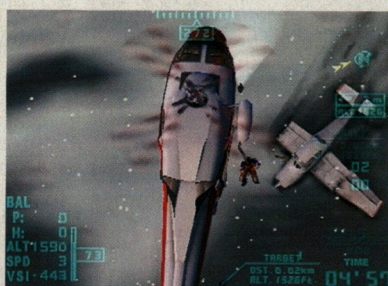


ISSUE 1 ON SALE NOW

FROM THE MAKERS OF PSW



TWIN BLADE Nice work means fancy 'copters.



'TIS WINCHCRAFT! Lower your man down to save dozy twonks.



CHOP'S LANDING Bloke from Steps has special chopper carpet.



PAGODA HELL. Flying straight is never easy.



NOT INTO THE SCREEN! We'll crash against the glass! You numbskull.

CHOPLIFTER CRISIS SHIELD

DON'T KNOW WHAT THOSE PILOTS ARE GOING ON ABOUT. FLYING A HELICOPTER'S DEAD EASY – WHOOPS, JUST CRASHED AGAIN.

TYPE	FLIGHT SIM
PLAYERS	1
OUT	JUNE
PUBLISHER	XICAT INTERACTIVE
PRICE	£39.99
DEVELOPER	ASK
SEE IT ON DVD	
/ Tricky stunts	
/ Whirling blades	
/ Embarrassing crashes	

IN MOST GAMES, YOUR

tank/snowboarder/Navy SEAL isn't much more than a pointer, is it? You just move the D-pad in the direction

you want it to go and it goes there. This isn't true of real life, though. We know this because it's Monday morning and we've expended more energy getting out of bed than most video game characters use up when slaughtering an entire

horde of aliens. *Choplifter* aims to be different, by simulating the difficulty of actually piloting helicopters, one of the toughest vehicles in the world. As well as the shoulder buttons controlling up and down movement, the left analog stick moves you from left to right. But then the right analog stick controls your torque, the force that gets you spinning like a top because of the giant rotating blades. All this means that just travelling in a straight line is a bit of an achievement, and it

won't let you play the proper game until you've completed a series of exacting training missions. And then you won't reach the ten proper rescue missions until you've completed the [more interesting] trial stage of the game, involving other taxing tasks.

This mad difficulty is also the strength of the game, though. The sort of missions that would be dead dull in any other flight game [tracking a criminal car from above, ferrying passengers from tower block to tower block] become daring and fun. Other missions like sightseeing tours and balloon-bursting challenges benefit from some lush tropical island graphics, although the city-based levels are as grey as you'd expect. There are also no weapons in sight – are you sure this is a PlayStation2 game?

There's no denying how Japanese *Choplifter* is. At one point you're asked to remain at an angle of 240° for three seconds. Thanks to insane translation carried out by some kind of word-mashing maniac this comes out as: "Turn a nose of an airplane to 240 nose-of-an-airplane directions, and carry out three count maintenance." None of this interrupts the flow of the game at all, mind you. In fact, it adds to the slightly off-kilter far eastern feel.

The actual missions consist mainly of fire-fighting and last-minute rescues, including one set in the mouth of a volcano and another chasing a – wait for it – "speeding bus that can't slow down!" The better you do, the more new helicopters you get. This sounds like a good

thing, and it is – but be warned that as per video game law, the more expensive a chopper is, the more likely you are to fail to control it. You'll be swinging round like a drunken budge, slapping your chopper off buildings, dunking yourself into the ocean and generally making an arse of yourself.

But when you've perfected your skills, you'll feel like you've actually achieved something. In terms of gameplay, there's nothing much like it on PlayStation2, so it's worth a look. We'll start the petition to make completing *Choplifter* the condition for getting an actual helicopter pilot's license. How many lives do you get playing real helicopters again?

/ JOFF BROWN



PLANE SAILING Looks like choppers are safer than planes.

VERDICT		PSW
UPPERS	DOWNERS	
- Truly novel chopper controls	- Easy as Chinese algebra	
- Interesting rescue missions	- No frills in sight	
- Great 'real flying' feel	- No guns either	
- A genuine challenge	- Slow-paced and pedantic	
GRAPHICS	- Dingy city levels but detailed whirly birds	7
SOUND	- Whump. Whump. Whump. Whump. Whump	4
LIFESPAN	- Six different craft, but not enough missions	6
OVERALL SCORE		6
Hardly everyone's cup of tea, we know, but this actually got us buzzing for a bit. Take it for a spin and see what you think, but don't be surprised if it's tough going.		



OUT OF CONTROL The handling can be distinctly twitchy.



BEACH BUGGY Control the car over different surfaces.

SMASH CARS

REMEMBER WHEN YOU USED TO SET UP WOODEN RAMPS IN YOUR BACK GARDEN FOR YOUR REMOTE CONTROL CAR? WELL, IT'S NOT AS GOOD AS THAT.

TYPE	RACING
PLAYERS	1-2
OUT	MAY
PUBLISHER	METRO 3D
PRICE	£39.99
DEVELOPER	CREAT STUDIO
SEE IT ON DVD	
/ Radio controlled mayhem / Flippabulous tricks / Major wheel spins	

LET'S FACE IT, AS TOYS GO,

remote control cars are pretty cool. They are the ultimate in gadgetry chic. Take the remote control Audi

TT that arrived in our office the other day for example. One gentle whir from its double A battery powered engine and it was up with the 'chair leg' obstacle course before you could say "childish games journalists get caught acting like ten-year-old boys at Christmas again".

But try to transfer that sense of fun onto a console, however, and things quickly start to lose their excitement. It just doesn't translate. After all, where's the enjoyment in slamming your car headlong into a skirting board if you're not going to be able to pick up all the pieces of broken plastic afterwards?

Perhaps the main problem with *Smash Cars* is that in its desperation to really try to capture the essence of driving remote control cars, it's somehow managed to recreate all the problems

of the toys as well: twitchy controls for example, as anybody who's played with a powerful RC car will know only too well. There's no gradual acceleration or gentle turning curves to master here; it's a straight forward case of start/stop and left/right. Then there's that annoying habit where cars get stuck for ages on the tiniest bits of scenery – a table leg for instance, or rough patch of carpet. Not such a problem in real life, when you can simply pick your car up and set it on its way again, but not so appealing when it happens in a game.

Patience is, however, a virtue, and exhibit some of it in your quest to master the jittery handling and you'll find a game that really tries it's best to be entertaining. Although not quite the 'Micro Machines with petrol engines' we were hoping for, it's bright and colourful at least with a nice looking variety of cars and courses. But again, *Smash Cars* tries to impress us just a bit too hard and ends up with overly long courses and massively confusing track layouts. Finding all the novelties on each track is one thing – the rifle-firing guards on the military base, or the mad bull on the Western ranch track for example – but not at the expense of getting lost round every bend please.

One aspect that does work well though is the stunt mode, and it's here that *Smash Cars* comes into its barrel-rolling own. Apply a liberal dollop of engine boost (all remote control cars should have one of these), approach a ramp at full speed and you're launched into aerial ballet of toy car spinning madness. There's even the obligatory sloooowwww-mooooo (say it really, really slowly for extra effect) look, just so your stylish stunts come complete with that extra sheen of coolness. At least that's one feature you wouldn't get in real life. Of course, you'll soon get bored of this aspect alone, but still, it's something to show off to your mates.

Is it enough to warrant a purchase of the game though? Sadly not, unless you happen to be made of money or you've had a go of every other car game which is on the market. It's not that *Smash Cars* is that bad a game, it's just that for 40 quid you could probably go out and buy your own remote control car and have a lot more fun with it.

/ MARK ROBINS



SMASH HIT? It's got all of the disadvantages but few of the perks of genuine RC racing.

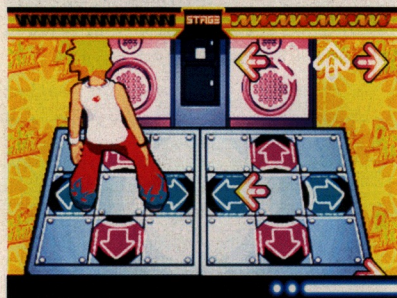
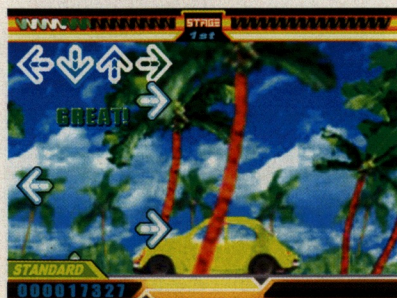


REMOTE LOCATIONS The off-road worlds provide no-rules racing.

VERDICT		PSW
UPPERS	DOWNERS	
- Great stunt mode	- Twitchy handling	
- Colourful graphics	- Sticky scenery	
- Novel course design	- Confusing track layout	
- Reminds us of childhood	- Real RC cars more fun	
GRAPHICS	- Colourful and attractive	7
SOUND	- Awful trance/dance soundtrack	5
LIFESPAN	- Needs some patience: we don't have any	5
OVERALL SCORE		5
It must have seemed like a good idea to make a game based around remote control cars, but the end result is very unfulfilling. Eye catching, but lacks the thrill of the real thing.		

REVIEW

DANCING STAGE MEGAMIX



DANCING STAGE MEGAMIX

LEFT! UP! RIGHT... THIS USUALLY UNLOCKS BONUSES. HERE, IT MAKES YOU A DANCE STAR.

TYPE	RHYTHM ACTION
PLAYERS	1-2
OUT	MAY
PUBLISHER	KONAMI
PRICE	£39.99
DEVELOPER	KONAMI
SEE IT ON DVD	
/ Take away the booze / Take away the dark room / Take away the mates / Can you actually dance?	

IN THE LAST 12 MONTHS, something strange has been happening to PlayStation One owners. They've been getting a lot girlier. For the last couple of years, as we've moved on to our lovely posh PS2s, PSOne has become the home of scary little boy-children. But its audience is rapidly expanding to include kid sisters, disco bunnies, ravers and even pissed uncles. Mr Woolworths is now the richest man in the kingdom, having shifted approximately eighty trillion dance mats. The reason for this

demand for a machine that looked set for car boot sale hell? A nation shaking its booty. It's the dancing game craze – *Bemani* for the Japanese purists – heretofore confined to PSone but now breaking out on your posh black console.

It's not hard to explain. You stand on a mat marked with arrows. Music plays, usually of the ultra-cheese variety. You stand on the arrows as they appear on screen, and thus a funny, stumpy and very camp dance is made. Arguably there hasn't been such a simple, addictive concept since *Tetris*, and it's just as appealing to people of all ages. You'd have to be some kind of fun-hating ogre not to at least try it out – and when you try it, there's a danger you'll be hooked. The only weird thing about the concept is why there aren't already about ten different versions of the game, all catering to different music types.

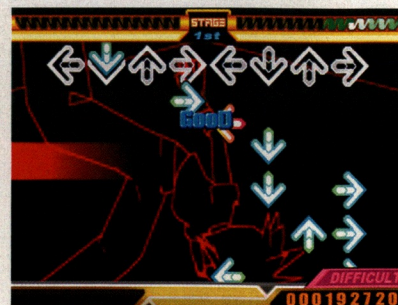
Although the thought of Line-Dancing Stage: Hoe-down Mix gives us the creeps.

DON'T STOP THE POP

Bemani fans on PS2 have been a bit starved up 'til now. There's *Britney's Dance Beat*, which is OK, but only rabid fans actually went out and bought the damned thing. This is the first proper *Dancing Stage* game on PlayStation2, and it's chock-full of dancey goodness. There's girl-fodder in the form of *Freak Like Me* by the Sugababes, Christina Milian doing *When You Look at Me* and (shudder) the S Club Juniors with their cherry-popping *One Step Closer*. But for those who appreciate something a bit classier, there're Elvis (in his *A Little Less Conversation* vs JXL remix pants) and Ms Dynamite too, who pops up with her debut single, *It Takes More*. There's even



A LITTLE LESS ARSING AROUND A little more dancefloor action.



ARROWING Dads, please do not attempt these moves.

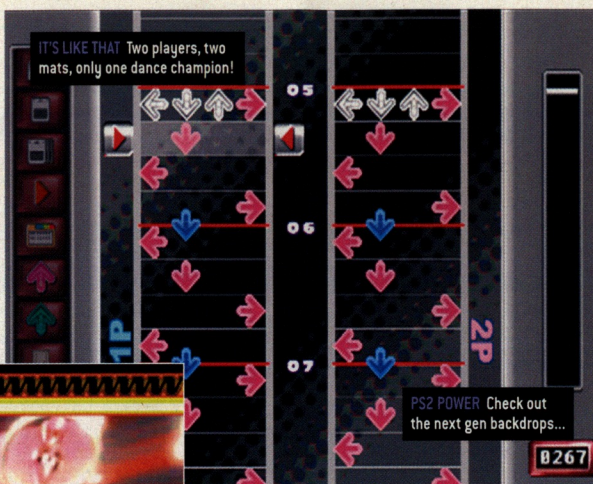


TWO LEFT FEET We've seen your moves. You need this.



Shy FX and T-Power for that drum 'n' bass-tinged vibe. You'll need quick feet for that.

Then there's the crucial, "What the hell were they thinking?" track. PSone's *Dancing Stage Euromix* had *Video Killed the Radio Star*, and *Dancing Stage Party Mix* sported *The Bad Touch* by the Bloodhound Gang (You know: "You and me, baby, we ain't nothing but mammals, so let's do it like they do on the Discovery Channel..."). *MegaMix* is no exception, with the almost Satanically unlikely *The Love Cats* by the Cure. That's the one that goes: "Love cats! Do do do, do do-do, do do do, do do, do do-do..." The 25 Japanese music tracks aren't as bad as you'd think, with a fairly wide range of styles from hip-hop to punk (but mostly chirpy dance anthems).



FREAK LIKE YOU Yes you, bouncing on the mat like a goon.

/ YOU'D HAVE TO BE SOME KIND OF FUN-HATING OGRE NOT TO AT LEAST TRY IT OUT /

So what's new? The only real gameplay innovation is that some moves are now extended with 'freeze arrows', meaning you have to keep your foot on the dance mat. It's really just a cunning way of forcing you to perform the moves properly, rather than skipping round like a *Riverdance* idiot, using the wrong feet. For the ten name-artist tracks, you also now get lyrics appearing karaoke-style across the screen as you dance. Better than a slap round the face, we suppose.

WE HAVEN'T STOPPED DANCING YET

There's not a lot of other extras. Calorie counter mode is back for those who want to pretend they're not wasting their time, and the tutorial mode's virtually unchanged from the *Party Mix* on PSone. Surprisingly, the dance editor mode isn't that intuitive for youngsters wanting to make their own moves. It's almost as if this game was originally aimed at middle-aged Japanese businessmen trying desperately to recapture their youth, or something....

The only serious consideration you have to make is whether it's worth buying one of the two £20 PSone games instead. As they've got a comparable amount of songs on, and they're cheaper, all you're really getting is different tunes and nicer looks. You'll need to figure in the £15 cost of a dance mat, too. That having been said, anyone who already owns the two PSone titles is going to love this.

But in the interests of sullen manliness, we must ask you to refrain. If this craze goes any further, it'll turn a nation of pale, flabby couch jockeys into latter-day Fred Astaires. It'll make grooving an Olympic sport and it'll transform the streets of the gloomy old UK into the world's biggest dancefloor. How bad will that be? Grannies will start doing the splits, your dad will remember how to moonwalk. The only way you can save us is by refusing. Don't give in to the hypnotic, cheese-laden beats. Stand firm! Be a man! Wait... what are you doing... that shimmy... those silky smooth moves... you're... you're already one of them! Nooooooooooooooooo!

/ JOFF BROWN

DANCING MEGA-RICH!

DANCE FLOOR DIVA RICHARD MELVILLE SHOWS YOU THE MOVES THAT KEEP HIM SINGLE



'THE LARDY TRAVOLTA'

You can tell by the way he uses his fork, he's been eating pies, no time to talk.

'THE LITTLE SURFER BOY'

Switching stances in a twinkling, Rich loves to catch a bitchin' wave.

'THE ELECTRO WIZARD'

Rich busts a move he learned growing up in the mean ghettos of Devon and Cornwall.

TOP OF THE BOPS

BUST A MOVE TO THESE BEATS



'A Little Less Conversation'
Elvis vs JXL
The artist: One's a studio junkie, the other's The King
The song: The Nike ad that took on a life of its own



'It Takes More'
Ms Dynamite
The artist: One of the UK's biggest urban artists
The song: Dissing know-nothing gangstas. Go sista!



'Love at First Sight'
Kylie Minogue
The artist: Women love her. Men love her arse
The song: Another catchy electro-dance anthem



'Shake UR Body' Shy FX vs T-Power feat Di
The artist: Drum 'n' bass masters
The song: Latin piano plus beats equals dance hit



'Freak Like Me'
Sugababes
The artist: Pouty, moody urban teen sensations
The song: All about sex, with a Gary Numan sample



'When You Look at Me'
Christina Milian
The artist: Fresh-faced new US songstress
The song: Perky R 'n' B pop plus a catchy chorus



'The Love Cats'
The Cure
The artist: Eyeliner-friendly goth posters
The song: Insane paean to shagging cats



'Stealin' Beats'
Kid Galahad
The artist: Almost unheard-of UK rock outfit
The song: Bouncy, forgettable indie pop



'One Step Closer'
S Club Juniors
The artist: Rancid, snot-nosed pop hobbits.
The song: Annoyingly catchy teen babble

VERDICT

PSW

UPPERS

- Dance craze hits PS2 at last
- Superior visuals to PSone
- Dance to The Cure!

DOWNERS

- Still less songs than we'd like
- Essentially girl-based
- Japanese tracks aren't awful
- Your wee sis will destroy you

GRAPHICS - Not much better than the PSone version

6

SOUND - Pop trash, a couple of credible tunes. Perfect.

8

LIFESPAN - Depends on whether you're up for a laugh.

8

OVERALL SCORE

You have two choices. One: enter Dr Beat's surgery, make a tit of yourself and love it. Two: avoid like scalding hot poison, then get heinously drunk and do it anyway. Up to you.

8



SOUL CALIBUR 2

BEST FIGHTING GAME EVER? OH, YOU BETTER BELIEVE IT BROTHER...

TYPE	FIGHTING
PLAYERS	1-2
OUT	SEPTEMBER
PUBLISHER	EA
PRICE	£39.99
DEVELOPER	NAMCO

SEE IT ON DVD
/ Fearsome weapons
/ Amazing combos
/ Violence has never looked so good

SOUL CALIBUR IS WITHOUT DOUBT

a 'Modern Legend'. The gaming equivalent of Beckham's free kick against Greece or Liz Hurley in 'that dress'. It came, it saw and frankly it absolutely demolished the competition when it was first released to an unsuspecting public in the spring of 1999. An unsurpassable benchmark for fighting games in terms of execution and sheer enjoyability the only bad thing about *Soul Calibur* was the fact that it was only ever released on the ill-fated Sega Dreamcast. But while the Dreamcast may have died, the legend of *Soul Calibur* lives on, and it does so in a sequel so remarkable it actually brings a tear to the eye to play it. From a visual point of view, just like its predecessor, *Soul Calibur 2* is euphemistically pornographic.

Then there's the game itself. We'll go into specifics in a second, but the fighting system is so sound, and there are so many items, extras and surprises in *Soul Calibur 2* that it's impossible to shy away from the fact that this is an instant classic. OK, so you'll have to wait until September before the official European version is released, but mark it down on your calendar right now, because for any serious gamer *Soul Calibur 2*'s release date is Christmas come three months early. Hell, it's the next millennium come 997 years early!

And how does *Soul Calibur 2* deliver such a relentless euphoric high? Well it's all down to the concrete, unbreakably rounded feel the game engenders, and that's thanks to more polish than the annual output of a Brasso factory. Namco has done everything humanly possible to make *Soul Calibur 2* the greatest fighting game ever made and you can take it from us that the result is the gaming equivalent of heroin, albeit without any of the nasty side effects that come associated with such a truly addictive experience.

ALL THE WORLD'S A STAGE

As with all great fighting games, there's a quirky, typically Japanese, heavily constructed back-plot to absorb or ignore depending on how much notice you like to take of these kinds of things. In the case of *Soul Calibur*, the paper-thin excuse for all this weapons-based barbarity is an evil



HERE COMES A NEW CHALLENGER!

WITNESS THE EXCLUSIVE CHARACTERS FROM EVERY VERSION OF THE GAME.



/ SPAWN

Todd McFarlane's popular comic book character jumps from modern day America straight back into, erm, Europe of the Middle Ages. He may be a big and beefy brawler, but the Xbox-exclusive Spawn just doesn't feel right in *Soul Calibur 2*'s medieval setting. With a giant axe as his weapon, he also feels way too similar to other big characters such as Astoroth and Necrid. One for the fan boys only.

VERDICT: ■■■■■■■■



/ LINK

In some ways, Gamecube owners get it best with their exclusive character, as Link is one of the best-loved video game idols of all time. Star of the Nintendo *Legend of Zelda* games, it's quite a treat to play as the young elf and he even comes complete with his trademark bow and arrows as well. Trouble is, with that sword and shield combo he plays just a bit too much like fellow character Cassandra for comfort.

VERDICT: ■■■■■■■■



/ HEIHACHI

Bored with snapping necks on *Tekken 4*, Heihachi Mishima has jumped ships to become the exclusive character for the PlayStation2 version of the game. Because he comes from an already established Namco fighting series, Heihachi's moves fit seamlessly in with the complex *Soul Calibur 2* combat mechanics. And the fact that he's unarmed means he's completely unique as a character. Easily the best of the three.

VERDICT: ■■■■■■■■



/ A UNIQUE QUALITY OF LOCALES SO BEAUTIFUL THAT IT'S ACTUALLY ENOUGH TO EVOKE EMOTION IN THE USER /

sword called Soul Edge and a very naughty sword it is indeed. Aside from the fact it's an ancient artefact, infused with pure maleficence, its presence on this Earth has started a bitter civil war between those who seek to destroy it and those who desire its all-consuming power for their own. Oh, and just in case you were wondering, it also has the slightly nasty side-effect that it sends whoever uses it mad – just in case you were wondering that is.

For Dreamcast owners who played the first game to any degree – all five of you – most of this will be familiar, as all the action takes place directly after the events of the original *Soul Calibur*. In this case, things begin when tales of the huge knight Nightmare start surfacing across the globe. This is followed by the arrival of strange pieces of metal, via bird courier, in various villages and towns, each of which has the soul intent of drawing their finders into a battle for control of the Soul Edge. So the setting, very roughly, is Middle Ages Europe. With bits of Asia

thrown in. Think baroque architecture, fluted armour and an elegance in fighting styles and weapon design never before seen. In fact, try to imagine a unique quality of locales so beautiful that it's actually enough to evoke emotion in the user. And you think we're joking.

Crumbling cathedrals, mountaintop temples, pagodas drenched with cherry blossom and the enormous libraries of London's aristocracy are rendered in such mind-altering detail as to literally stun. Again, if you're a veteran of the first game the impact may not be quite on a par with the visible shock induced by the original, but the effect is still remarkable. Given the fact that the PS2 is the oldest of the three consoles that *Soul Calibur 2* has been released onto – those being PlayStation2, Xbox and Gamecube – it's absolutely incredible to see how 'up there' the PS2 visuals are in comparison to what, in theory, are technically more powerful systems. Consider *Soul Calibur 2* an elixir of youth for your PS2, if you will, constantly reaffirming your faith that >



PEASANT! Earn gold and experience in the mission mode.



RAGE IN THE CAGE Some locations are unique to mission mode.



Sony's grand console still manages to produce astonishing looking games.

AND WE ARE MERELY PLAYERS

Then there are the characters. *Soul Calibur 2* features an unprecedented 20 playable fighters that range from the traditional martial arts fare of Mitsurugi and Seung Mina to the outlandish flamboyance of Nightmare, Astaroth and blind *Soul Calibur* stalwart, Voldo. But a new game calls for new blood and this is ably provided by the newcomers Talim, a 15 year-old priestess from South East Asia; Raphael, a French fencer; Hunsung, a Korean sailor; and Cassandra, a Greek 19 year-old.

Necrid on the other hand is something of an oddity. Created by American comic legend Todd McFarlane, he looks more B-movie monster than strapping medieval warrior and fights with energy weapons that take the form of those used by the other characters. Still, he does have a rather fetching gas mask attachment, and that makes him all right by us.

But in terms of real trumpet blowing, the best debutant by far is the grand old duke of *Tekken*, Mr Heihachi Mishima himself. Although not the first character to cross over from Namco's other great fighting series to the *Soul Calibur* stable – that honour goes to the sword-wielding Ninja Yoshimitsu – it comes as a real treat for fans of

PS2 fighting games to be able to put *Tekken*'s finest up against the likes of Kilik and co. OK, so he uses his fists instead of any sort of weapon (he's too hard to need one, obviously!), but for anybody who's at least familiar with Heihachi's moves it comes as no small surprise to see just how well they've crossed over into *Soul Calibur 2*. Oh, and the best bit about it all? He's exclusive to the PS2 version so you won't find Heihachi anywhere else.

Exclusive characters also appear in the Xbox and GameCube versions too, but to be honest – and we're not being biased here – they're not a patch on Heihachi (we would say that wouldn't we). Xbox gets Spawn, another McFarlane creation and one that's all muscle and American flag-waving patriotism, but given that he's a contemporary comic book character thrust into a medieval world of shields and swords it's clear that Spawn was always going to look out of place compared to the other, more traditional characters.

GameCube gets Link, the omnipresent, heroic elf from Nintendo's *Zelda* series. In theory this is fantastic, a chance to sample one of video gaming's legendary heroes outside the sugar-coated adventure games he's always lived in, but in practice his presence merely serves to dilute the boundary pushing, state-of-the-art feel of



HA HA! Lizardman beats you. You're a loser. No-one likes you.



SPITROAST Pure evil battles the flames of hell. Evil wins.



BEAUTIFUL BUT DEADLY Girls with swords: very dangerous.



YOUR KUNG FU IS STRONG! The young master has spoken.

WHEN FRIENDS GO BAD!

SIXTY SECONDS IS ALL IT TAKES FOR SOMEBODY TO GET HURT.



DESPITE BEING THE BEST OF FRIENDS, Kilik and Cassandra's heated argument over who's better – Justin or Britney – suddenly erupts into full scale violence. "Have some of this you skanky ho!" yells Kilik as he unleashes the full fury of his Bo staff.



BY SUGGESTING THAT BRITNEY ISN'T ALL natural, Cassandra has only enraged Kilik all the more. Swinging his staff in a full arc, Kilik proceeds to rain all kinds of pain down on Cassandra's demure female form. "You're going down, bitch!" he spits.



CASSANDRA ISN'T QUITE THE FRAIL GIRL she appears though, and one misjudged moment later, Kilik is rolling on the ground in agony, thanks to a well placed shield swipe in the dangly bits. It's payback time for Kilik now as Cassandra moves in for the kill.



LESS THAN A MINUTE AFTER THE FIRST blow was unleashed and it's all over, Kilik's broken form lying crumpled on the ground. Never mind. Try having another go. After all, when it comes to *Soul Calibur 2*'s versus mode, one more go is just never enough.

Soul Calibur II. He seems incongruous and childish buried in the rampant power plays of Hunsung, Kilik and Nightmare and the blatant sexual references of Astaroth, Voldo and Taki. He slings a bomb three feet. He fires an arrow into the ground. He tries to look mean, but he isn't. Go home, kid; your tight green stockings aren't wanted here.

But with Heihachi you're getting a Namco designed character in a Namco designed game, and it shows. He's well balanced, well designed and, more importantly, he perfectly complements the already impressive character roster.

IT MATTERS NOT WHO WON OR LOST

Down to the meat then. *Soul Calibur 2* plays like a dream. The almost ragged, airy gameplay of the Dreamcast original has been solidly updated, tightened and honed to give a unique sell on the entire one-on-one fighting genre. Namco leads the way when it comes to weapons and fighting games, and this is the crowning glory of years of work. The depth is astonishing.

The inclusion of weapons calls for a different approach to sequence-led hand-to-hand fighters such as *Tekken*. *Soul Calibur 2* is built around freedom of movement and the use of vertical and horizontal attacks. This holy trinity works as

/ SOUL CALIBUR 2 PLAYS LIKE A DREAM. THE RAGGED, AIRY GAMEPLAY OF THE ORIGINAL HAS BEEN SOLIDLY UPDATED /

you'd expect: you dodge vertical strikes by sidestepping, duck horizontal aggression, and counter aversion tactics from your opponent with side-swiping moves.

Going further, attacks can be countered by timely repostes and parries, leading to the enemy's weapon flying back at them and giving that tiny gap of time needed to counter attack. The set up's exactly the same as the original game. You have light, horizontal and heavy, vertical weapon assaults on the Square and Triangle buttons respectively, kicks on the Circle button and X blocks. The shoulder buttons can also be set for various functions such as alternate blocking buttons, double button



NECKBREAKER! He'll feel that in the morning... but not his legs.

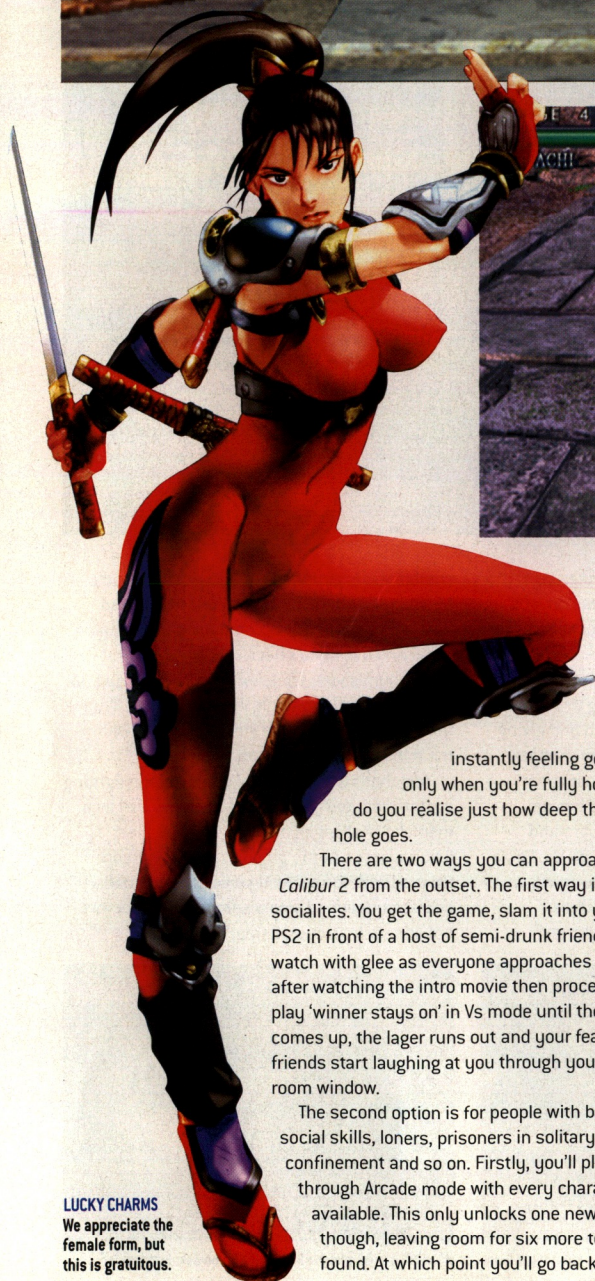
combinations and the Soul Charge, a method of hyping your character to increase attack and defence values that's accompanied by a singing noise and a lighting effect.

All sounds very complex, right? Well it isn't. In fact it's all so surprisingly natural that you'll think you're playing like some kind of overlord within ten minutes of picking it up.

And that's where the real genius of the fighting system lies. You're actually playing as well as a mentally challenged monkey, but the sheer luxuriousness of the graphics and animation coupled with the perfectly placed orchestral scores and myriad squeals from the characters provide such an overall treat that you're



HOMER! It's like playing baseball with bodies. Sttttrriiike!



LUCKY CHARMS
We appreciate the female form, but this is gratuitous.



menu screen, look frantically through the options, desperate to get your hands on Sophitia, and find Weapon Master mode. This is the fulcrum moment: you can now kiss goodbye to any life you kid yourself to owning.

You've become unwittingly involved an arduous mission to complete *Soul Calibur 2*. By 'complete', we mean unlock every character, every weapon, every demonstration movie, every new mode, every level, every level in every new mode, every costume, every piece of art, every viewing screen, every level ending, every character ending, attain the highest rank possible and God knows what else super-Namco has crammed onto the disc.

EXTRA! EXTRA!

Put this into perspective: there are 20 characters. Each of them has three costumes and 12 different weapons. The only way to earn them is to battle your way through literally hundreds of pre-set battles on an enormous quest to earn gold pieces and experience points via a map divided into sections, each with its own item shop.

Battles come with specific circumstances. The first is to prove you can perform all the character actions to achieve success in combat. This

HAVE THEM UP AGAINST A WALL!

THE WOMEN, THE MONSTERS, THE MEN... TAKE THEM ALL ROUGHLY UP AGAINST THE WALL.

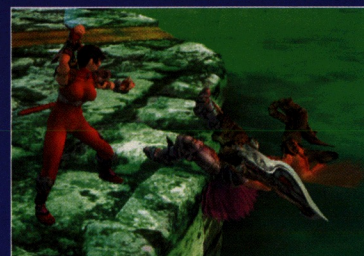
ONE OF THE NEW FEATURES TO COME TO *Soul Calibur 2* is the inclusion of walled arenas – an idea first tried in *Tekken 4*, much to the delight of brawlers who enjoy cornering their enemy against a wall. Just as with *Tekken 4* it's now possible to back your opponent up against a wall and drill out a whole selection of blows designed to keep them pounding against the barrier. As with the original *Soul Calibur* however, all the levels still feature areas where opponents can be knocked off the edge of the arena to their death, so even if you're being pummelled to bits there's still that chance of a lucky Ring Out.



YOU'RE GOING NOWHERE Necrid runs out of space to move.



CORNERED Heihachi is trapped with nowhere to run.



OVER YOU GO Nightmare falls, Taki wins. Simple as that.

involves showing off each attack and throwing as well as repelling an enemy strike and charging your soul before proceeding. Easy. As you go further, the demands get increasingly perplexing and more complicated. For example, one mission requires you to beat seven characters in a row with only a slight top-up in energy after each one. With the difficulty setting raised several notches above the starting level. And that's not even half way through the game.

Others include ice stages in dungeons where the characters slide on the floor, fire levels with lava around the edge of the stage, missions where your character is physically repelled from or drawn towards the opponent and arenas where the characters sink in quicksand when they're inactive. At times you constantly lose health. At others your opponent constantly gains health. There's even a game of 'tag' with an



IT'S NOT THE SIZE OF YOUR WEAPON. It's how you use it.



FISTS OF FURY Meet lady palm and her five lovely daughters.



assassin where the last contender to be hit by the opponent loses the round.

The variety of fighters on display is bewildering. Again, the story backing up each and every fight is a bit confusing to all but the most fervent followers of the *Soul Calibur* legend, but at times you'll be fighting against 'boss' characters such as Elsie: Dark Knight of the Sun (Cassandra), Fortuna: Purveyor of Darkness (Necrid) and Evil One (a body-less version of the eyeball-based fighter, Charade).

As you hack and slash your way through the tale, your profile raises in rank as you gain experience points. You begin as a Newcomer, then scrap your way through to Peasant, Apprentice, Squire, Infantryman, Soldier, Knight and so on. We're a King at the moment. That's the twelfth level. And not the last. hilariously, there are also grades for each tier. You can be an Iron, Bronze, Silver, Gold or Platinum grade for any of the above ranks. The word "ridiculous" springs to mind.

Sorry. We're just skimming over all this. Really, we are. We have to. There's simply not sufficient room. Be satisfied when we tell you there's more than enough to keep you whinging about modern games not being value for money. Way more.

/ YOU AND YOUR FRIENDS WILL BE WASTING A VERY, VERY LONG TIME KICKING EACH OTHER'S TAILS /

DID YOU SPILL MY PINT?

But the litmus test of any fighter is how well it captivates in Vs mode. And luckily, *Soul Calibur 2* scores on every level here. The battle system is never anything less than spectacular, compelling and addictive. The fighting styles of each character vary greatly, and the move lists are monstrous. *Soul Calibur* veterans will be pleased to learn that the old characters that do reappear have been refined so there'll be plenty of relearning to do if you want to get back to the glory days of being unbeatable as Sophitia or Seung Mina, but the alterations are valid and serve to tighten overall play to thumbscrew level. You and your friends will be wasting a very, very long time kicking each other's tails, especially considering the amount of customisation possible on the characters. Take it as a given.

There's so much we haven't told you. There are Classic modes, Extra modes and more demonstration material than you can shake the proverbial stick at. As it stands, there's very little wrong with *Soul Calibur 2* at all. It's raised the bar for fighting games yet another notch from the previous greatest fighter game ever and that was the original *Soul Calibur*. Our only tiny criticism of the game would be that if you are a

fan of the Dreamcast original you may feel slightly aggrieved by the fact that the sequel rarely treads new ground, but trust us when we say the tweakings to the combat system are significant and many. So whether you're a grizzled *Soul Calibur* veteran or a Soul Edge wielding virgin, our message to you is clear: when it comes to fighting games don't bother with the others. As you can see from the score, there's really no point.

/ MARK ROBINS

VERDICT		PSW
UPPERS	DOWNERS	
- Stunning visuals	- Very similar to original	
- Deeper than deep	- Overly challenging at times	
- Brilliant characters	- Not out yet	
- Superb mission mode	- Still not out yet	
GRAPHICS	- Opulent, luxurious, magnificent, sublime.	10
SOUND	- Perfectly placed orchestral tracks and vocals.	9
LIFESPAN	- A lifetime in the two-player mode.	10
OVERALL SCORE		10
We always knew this would be special		
and <i>Soul Calibur 2</i> has delivered.		
Fantastic looking and a sheer joy to play. This is the perfect fighter.		



DARK CHRONICLE

WE'LL ADMIT IT LOOKS THE MOST CHILDISH GAME EVER TO RECEIVE A PSW 9 OUT OF 10, BUT IT'S WORTH IT. HONESTLY!



TYPE	ADVENTURE
PLAYERS	1
OUT	JUNE
PUBLISHER	SONY
PRICE	£39.99
DEVELOPER	LEVEL 5
SEE IT ON DVD	
/ Big colourful worlds!	
/ Ah, my kids will love this!	
/ Wait, it's actually ace!	

IS THIS OR IS THIS NOT THE MOST

juvenile looking game ever to sweep across the pages of this here fine magazine? Honestly, it looks like a

five-year-old's had a tantrum fit with his Crayola activity chest. And what's all this about happy elves and scary clowns? Do we really look like the Teletubbies?

Of course not (we don't look like Teletubbies, do we?), but it's important to get the fact out the way now that, at times, *Dark Chronicle* absolutely reeks of 'kid's game'. Colourful cartoon graphics, ever so smiley, non-threatening monsters and inane banter between groups of argumentative dwarves aren't going to go down well around here and at first glance *Dark Chronicle* appears to be nothing more than generic, kiddified adventuring plop. Endure the genteel setting though – and we're not kidding when we say that it becomes almost stomach churningly twee at

points – and *Dark Chronicle* blossoms, rather surprisingly, into an absolutely superb role-playing adventure.

ONCE UPON A TIME

Despite the 'pink elephants and lemonade' trappings, *Dark Chronicle*'s storyline has more in common with sci-fi films such as *The Terminator* than the Disney movies it so excellently emulates. It all revolves around the evil Dark Lord Griffon (oh yes it does...) who, having decided that the world just isn't quite dark enough for his liking, decides to head 1,000 years back into the past to wreak full-scale havoc, thereby conveniently destroying the future.

Understandably concerned over this unsavoury turn of events – and quite honestly, who wouldn't be? – Griffon is chased into the past by the young swordswoman Monica where, with the assistance of her friend Max (who also happens to be the hero of the game), she sets about hunting down Griffon and his minions while simultaneously trying to rebuild the towns shattered by Griffon's transgressions.

There's more to it than that – Max's hunt for his missing mother principally – but we're heading dangerously back into Nickelodeon territory, so we'll stop all this talk of story for now and instead shift our focus towards the enormity of the task facing the cuter-than-cute couple of Max and Monica.

To begin with, there are the dungeons that need to be negotiated, and by 'dungeons' we mean huge, randomly generated forests, caves and sewer systems, full of vicious monsters and bulging treasure chests. It's here that the bulk of the game's action resides and *Dark Chronicle*'s simple and effective combat system makes



NO BODY TO FIGHT WITH A skeleton soldier, aww, how cute!



PURPLE PAIN This is about as grizzly as *Dark Chronicle* gets.



DAFT CHRONI-KILL It's no *Soul Calibur 2*, but the combat's fun.

trawling through the assorted beasties a real pleasure. Similar to the system seen in titles such as *Kingdom Hearts*, only far more streamlined and smoothly animated, Max and Monica swing, block and flip around the screen like east European gymnasts on angel dust and it's handy that they do as the wandering monsters they come across can be pretty troublesome, a clear sign that *Dark Chronicle* isn't quite the overly-kiddie offering it appears to be on the outset.

As you progress through the various environments, Max and Monica happen upon geostones, magical items that contain plans for the shattered towns and cities. It's these that are put to use in the secondary aspect of the game as Max and Monica take the raw materials collected from the dungeons and use them to build barns, houses and other sundry structures. It's all about placing them down in an appealing layout, but don't worry if all that sounds a bit too much like a town planning simulation. Like the combat and dungeon exploration elements of the game that work so well, it's all presented in a simple and entertaining manner.



MAX THE IRON Your assistants are beautifully imaginative.





YOU'RE TAKING THE POISSON
Get used to it. This sort of
thing happens all the time.



CAN I FIGHT SOME MORE? Max looks like a fantasy Oliver Twist.

/ DARK
CHRONICLE
ISN'T QUITE
THE OVERLY-
KIDDIE
OFFERING IT
APPEARS TO
BE ON THE
OUTSET /

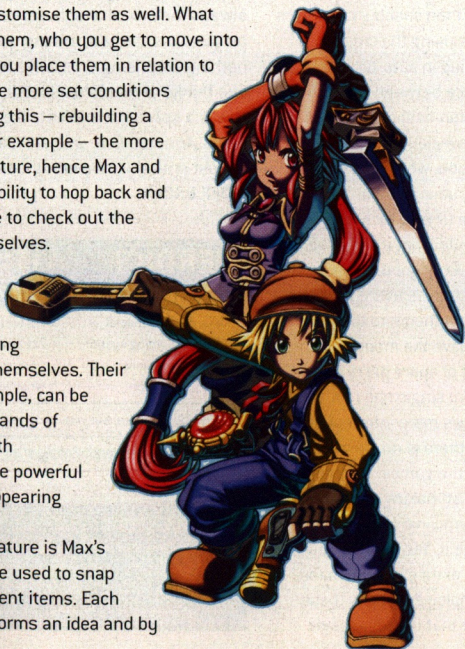
And that, in a nutshell, is pretty much all there is to it. Enter dungeon, kill monsters, get geostones, and recreate cities. But *Dark Chronicle* is much more than that. It's an onion of a game if you like, with every layer of substance peeled off revealing a hundred new layers of subtlety and depth just beneath, and it's only when you finally discover this for yourself that things really start to get interesting.

AND THEY ALL LIVED HAPPILY EVER AFTER

Designing your towns isn't just about plonking down a few buildings wherever you choose – it's about how you customise them as well. What colour you paint them, who you get to move into them and where you place them in relation to each other. And the more set conditions you meet by doing this – rebuilding a thriving bakery for example – the more you'll affect the future, hence Max and Monica's helpful ability to hop back and forth through time to check out the changes for themselves.

There's also a huge amount to explore when it comes to developing Max and Monica themselves. Their weapons, for example, can be upgraded in thousands of different ways, with progressively more powerful forms regularly appearing over time.

Another nice feature is Max's camera that can be used to snap hundreds of different items. Each photograph then forms an idea and by



MAX'S WELL NICE HOUSE It's a Japanese cartoon wonderland.

combining these concepts with others, Max has the ability to invent even more weapons and items. Or how about the dozens of townspeople that can be conscripted into your party, with each one providing a different form of secondary support? All that and we haven't even mentioned the customisable features of Max's robotic armour or Monica's ability to transform herself into monsters yet!

What we're trying to say is that every minute's play – and there's plenty of minutes to get through considering the gargantuan quest on offer – opens up something new to try or explore, almost to the point where it's easy to lose track of everything that's going on, and it's this constant source of entertainment that makes *Dark Chronicle* such an astounding and excellent game. Be warned though ye of mature tastes – the saccharin sweetness of it all could prove too much for that sophisticated palette of yours.

/ MARK ROBINS

VERDICT

PSW

UPPERS

- Fantastic cartoon graphics
- Slick, action combat system
- Lots and lots and lots to do
- Will keep ten-year-olds happy

DOWNERS

- Way too 'Disney' for some
- Repetitive music
- Lacks focus in places
- Too big for the casual gamer?

GRAPHICS - Gorgeous, well-animated cartoon heaven

9

SOUND - The airy-fairy tunes repeat themselves

7

LIFESPAN - Absolutely buckets of depth to explore

10

OVERALL SCORE

Although aimed at the younger player, *Dark Chronicle* is a challenging game that becomes utterly compelling once you're used to the pre-pubescent stylings.

9

CAN WE
FIX IT?



BOB THE BUILDER SHOWS
US HOW TO REBUILD A
CARTOON WONDERLAND.



HEY THERE EVERYBODY! MY CHUMS MAX and Monica are sad because some nasty old man has turned their world into a wasteland. That's terrible! But guess what? Fixing things is what I do best and I'm going to show you how you can fix things too! First off, you'll need to choose what you want to build (you'll learn how to build new things as you progress), and then you'll have to choose where you want to build it.



NEXT, YOU'LL WANT TO MAKE IT NICE AND pretty by adding on chimneys and lamps and stuff. I've painted the roof purple and put a tree down next to it! Oh... who am I kidding? Bob the bloody Builder, I ask you. I'm not really like this you know. Since when have you known builders to be happy and cheery all the time? You should see the way my mates laugh at me down the pub. I feel a right proper plum sometimes.



ANYWAY, ONCE YOU'VE PUT YOUR BUILDINGS down you can wander round them to your heart's content. You can even look around inside them if you like, or move somebody into them. Mind you, they're a fussy lot so they'll probably start asking you to build them extras like carts and ponds and stuff. And do I ever get a word of thanks? Not bloody likely. Still, I'm off to see Wendy now. Something about her pipes need seeing to...



STEEL, NOT SUNSHINE
Metal fans will be happy.
There's plenty of it here.



DOUBLE SIDED STICKY TAPE
We built this from a sieve,
an iron and yogurt cups.



CORE BLIMEY That's a detailed
droid, if ever we saw one.



AVOID!! Like missiles? Like robots, yeah? Go away.



LIKE ALIENS, BUT METAL Locations reminiscent of the films.

ARMORED CORE 3

"I WOULD HAVE USED MY M-35 SUPERMISSILES AND HYPERBOMBS, BUT THEY COST TOO MUCH." AH, THE UNMISTAKABLY OILY SMELL OF THE MECH SIM.

TYPE	MECH FIGHTING
PLAYERS	1-4
OUT	MAY
PUBLISHER	METRO3D
PRICE	£39.99
DEVELOPER	FROM SOFTWARE
SEE IT ON DVD	
/ Mechs shooting bots! / Bots shooting mechs! / And some droids	

WE CAN PICTURE IT NOW. "AH, yes," says the man on *Antiques Roadshow*. "It's an *Armored Core 3* robot. Good condition, full of upgrades..." He chuckles at the little old lady who's brought it in. "We don't see many these days. How quaint." *Armored Core 3*, you see, is a bit of an anachronism. It's an action game starring what you might call 'traditional' robots. Compared with say, the automated angels of *Zone of the Enders*, they're little more than tanks on legs. We might think they look futuristic, but any Japanese toddler could tell you that in the world of 'mechs' (one of Japan's many oddball crazes), they're on a par with steam trains, hand-cranked cars and penny-farthings.

They're the stars of a game that's appropriately retro. A city called Layered is in the hands of the mysterious Controller, an autocratic leader who lets the giant Corporations squabble



BOSH 'N' MECHS Violence has never been so little fun.

for power beneath him. You can choose to accept different contracts from different factions, advancing the plot and increasing your loyalty to the mega-businesses. When a freedom-fighting organisation pops up, you can choose to join them as well. It's all up to you, with the money you make being spent on upgrades for your mechs. We're boring ourselves here.

The actual fighting isn't too shabby. It revolves around targeting enemies using the large on-screen box then hammering in auto-targeting missiles. It's a nice balance between overly fiddly aiming and mindless button-bashing. The only real problem is that it's unwieldy to tackle enemies above or below you, which can be a pain. To avoid enemy fire, you rocket around on limited boosters that take time to recharge. The idea seems to be to recreate what it would be like to pilot a real giant robot. Erm, good.

As before, you can customise every aspect of your mech, from the paint scheme to the power source — as long as you have the money. We mean everything. The list of spare parts seems almost endless, with every single one modelled in meticulous detail. There's more information on a new radiator here than there is on a main character in most adventure games. If you enjoy hand-painting tiny tanks or making up stories about the plastic people who live in your massive model railways, you'll love it. Yes, both of you.

If you want to risk the extra expense, many missions allow you to employ consorts. These are sidekick 'bots for hire that fight alongside

you. It's rarely essential to begin with, but it raises a nice dilemma: do you go it alone and hoard all the cash for yourself, or do you make it easier and split the winnings? Every time you use your weapons or damage yourself, you'll have to get back up to scratch. Play badly, and you'll end up in debt.

If that doesn't float your battleship, there're always the linked or split-screen fights for two players. In short, everything you'd expect, and nothing surprising. This will confirm what everyone thinks of mech-heads, but they won't care — this is a specialist product, like grouting or fetish mags. *Armored Core 3* is detailed, exacting... and almost entirely irrelevant these days.

/JOFF BROWN

VERDICT		PSW
UPPERS	DOWNERS	
- Ultra-detailed mechs	- For enthusiasts only	
- Complex fighting system	- Zzzzzzz...	
- In-depth missions	- ...Sorry, we dozed off	
- Looks quite nice	- What were you asking?	
GRAPHICS	- Smooth, but with fairly empty-looking levels	6
SOUND	- The endless clanking of big metal bots	5
LIFESPAN	- If you're into it, mech-tweaking will last days	7
OVERALL SCORE		6
<i>Armored Core 3</i> is set in an absorbing little universe, but it's really mechanistic and bleak. Mech fighting is actually great fun, although essentially limited.		



BLOOD RAYNE

AND YOU THOUGHT THE VIOLENCE IN BLADE 2 WAS NASTY...

TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	MAY
PUBLISHER	VIVENDI
PRICE	£39.99
DEVELOPER	TERMINAL REALITY
SEE IT ON DVD	
/ Vampires! / Blood! / Vampires spurting blood!	

LADIES AND GENTLEMEN, LET'S

give it up for the humble old vampire. From modest beginnings as a vitamin D-dodging old geezer in a cape, he's gone from bodice-ripping baddie to ultra-cool hero of the lost, and you know what? We're absolutely sick of him. Forget *Blade*, forget *Angel* – forget, even, the ludicrous inclusion of techno-savvy neck-rippers in the latest *Matrix* movie – because when it comes to vampires, there's nothing we haven't seen before.

Don't get us wrong, we still like the idea of vampires, and goth chic will never go out of fashion, but it soon becomes clear the moment you start plodding your way through *Blood Rayne* – the latest vampire-heavy effort to hit PS2 – that everything in it is second-hand. A half-vampire heroine torn between good and evil; draining blood from enemies to maintain your energy; the usual selection of mad occultists and demons from hell... Isn't this just about every modern day vampire flick staple ever?

To be fair, *Blood Rayne* does slightly alter the setting by swapping the modern day backdrops of *Blade* and *Angel* for World War 2, but the inclusion of dark magic-obsessed Nazis only further reminds you that both *Indiana Jones* and the forthcoming *Return To Castle Wolfenstein* have done this angle to death already.

But originality was clearly never meant to be high on *Blood Rayne's* list of priorities. That particular honour is saved for the violence and the vast majority of *Blood Rayne's* playing time is spent demonstrating just how messy being a vampire really is. Whether it's 'letting rip' (literally) with Rayne's twin blades or pumping the bad guys with bullets, chances are you're never far from the slaughter. Evisceration is the keyword here and *Blood Rayne* is jam-packed with the wet, meaty chunks to prove it.

True to form, Rayne sports many of the talents you'd expect from a game of this variety, not least of all being the obligatory speed-slowing 'bullet-time' effect, but at least it all works well, and bar the occasionally jumpy camera there's definitely a modicum of fun to be had decapitating moustache-sporting Nazis. And the more you fight, the more angry you get, resulting in a spectacular orgy of violence as Rayne unleashes her bloodlust in a manner that brings new meaning to the term 'red mist'.

Beyond the excellent voice acting and the truly humungous levels though, *Blood Rayne* suffers because it's just not that good. Not good enough, at least, to make us sit up and take notice. For one it starts too slowly, with a frustratingly dull trawl through a bleak North American swamp, and it's not until at least a

quarter of way in that things get interesting with a sortie to a Nazi base. The graphics are pretty crappy too and for such a deadly powerful half-she-vampire type thing, why is it that Rayne looks so pathetically weedy?

So there you have it: mostly average and predictable, but at least it's got the odd cool moment to keep the vampire massive happy in places. Certainly not worth a wooden stake through the heart then, but a nasty rub of garlic between the cheeks really wouldn't go amiss.

/ MARK ROBINS

VERDICT

PSW

UPPERS

- Sheer, gory exuberance
- Huge levels
- Decent voice acting
- You get to beat up Germans

DOWNERS

- Clichéd and unoriginal
- Disappointing graphics
- Takes ages to get going
- Camera issues. Predictably.

GRAPHICS - Weedy characters and dull backdrops

5

SOUND - Not much, but what's there is good

7

LIFESPAN - Worth replaying to enjoy the gore

6

OVERALL SCORE

Very uninspiring to begin with, but develops into a more entertaining slice and dice 'em up as it progresses. Goths will enjoy it, more normal folks might enjoy renting it.

5

DON'T MISS OUT!



GUARANTEE YOUR SUPPLY OF PSW FOR ONE YEAR, TWO YEARS OR THREE YEARS AT **£3.49!** PER ISSUE

WHY SUBSCRIBE?

We hope you like PSW. We're dedicated as a team to providing you with the very best in information about PlayStation2, month in, month out.

PSW is the biggest value PlayStation2 magazine on the market, meaning more in-depth previews, massive reviews and the greatest tips and solutions pages you'll find. And that friend, is simply a fact.

To reward the loyal PSW readership, we've come up with some great ways for you to save money – and be among the first to get PSW every month by having it delivered directly to your door – all thanks to this fantastic subscriptions offer.

HOW DO I SUBSCRIBE?

Get PSW delivered to your door every month for these amazing prices. It's never been easier to subscribe. All you have to do is call our PSW subscription hotline on **01858 438825** and choose one of these incredible offers:

- | | |
|----------|--|
| OFFER 1: | 3 ISSUES FOR ONLY £10.47 |
| OFFER 2: | 6 ISSUES FOR JUST £20.94 |
| OFFER 3: | 9 ISSUES FOR AN AMAZING £31.41 |
| OFFER 4: | 13 ISSUES (1 YEAR) FOR AN UNBEATABLE £45.37 |
| OFFER 5: | 26 ISSUES (2 YEARS) FOR AN UNBEATABLE £86 |
| OFFER 6: | 39 ISSUES (3 YEARS) FOR AN UNBEATABLE £130 |

EUROPE: 13 ISSUES – **£45.50**

REST OF THE WORLD: 13 ISSUES – **£93**

All prices include delivery.

SUBSCRIBE AND SAVE – CALL 01858 438825

INCLUDING DVD EVERY ISSUE

Every copy of PSW magazine comes with a DVD rammed with up-to-the-minute, exclusive PS2 footage guaranteed to keep you ahead of the pack when it comes to gaming knowledge. PSW's DVD was the first and it remains the best guide available to the world of PS2. Here's why...

We're always first with the games you want to see (we had the world exclusive with *Silent Hill 3*, *Destruction Derby Arenas*, *Onimusha 3*, *Devil May Cry 2*, *Metal Gear Solid 2: Substance* and *Red Faction 2*) and every month we continue to bring you new, fresh, exclusive, unseen footage of the biggest titles around.

THE PSW DVD CONTAINS...

The very latest PlayStation2 news, previews of forthcoming games, in-depth reviews, tips, exclusive movie trailers, multiangle footage and info-packed voice-over. It's essential viewing for every PS2 owner. Don't dare miss it.

The PSW DVD: the first and still the best!



SOLUTIONS

5,000 WORDS OF PURE, UNADULTERATED, PRIMAL GUIDE ACTION. WE KNOW, WE COUNTED THEM ALL.

NOTHING WRONG...

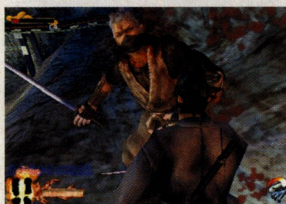
IN THE ARGENTINIAN FILM, *NINE Queens* (part of the new wave of Latin American cinema, we'll have you know... don't say this is a dumbed-down tome please), the central character manages to steal \$45 from a girl simply by fooling her with different amounts of change. It's not really theft, is it, as in no point does he actually steal money from her? Well, our complete solutions are like that. By using them, you're not actually cheating. You're doing nothing illegal, after all. It's just fooling your oh-so-smart PS2 into thinking you're a genius gamer. So don't feel guilty if you're struggling to get past the disc loading sequence in *Primal*; we're here to help. However, the same can't be said for the mini-tips. They're for cheaters of a Jeffrey Archer scale...

MARK ROBINS / STAFF WRITER

TENCHU: WOH

105

■ Clandestine murder made just that little bit easier.



RYGAR

107

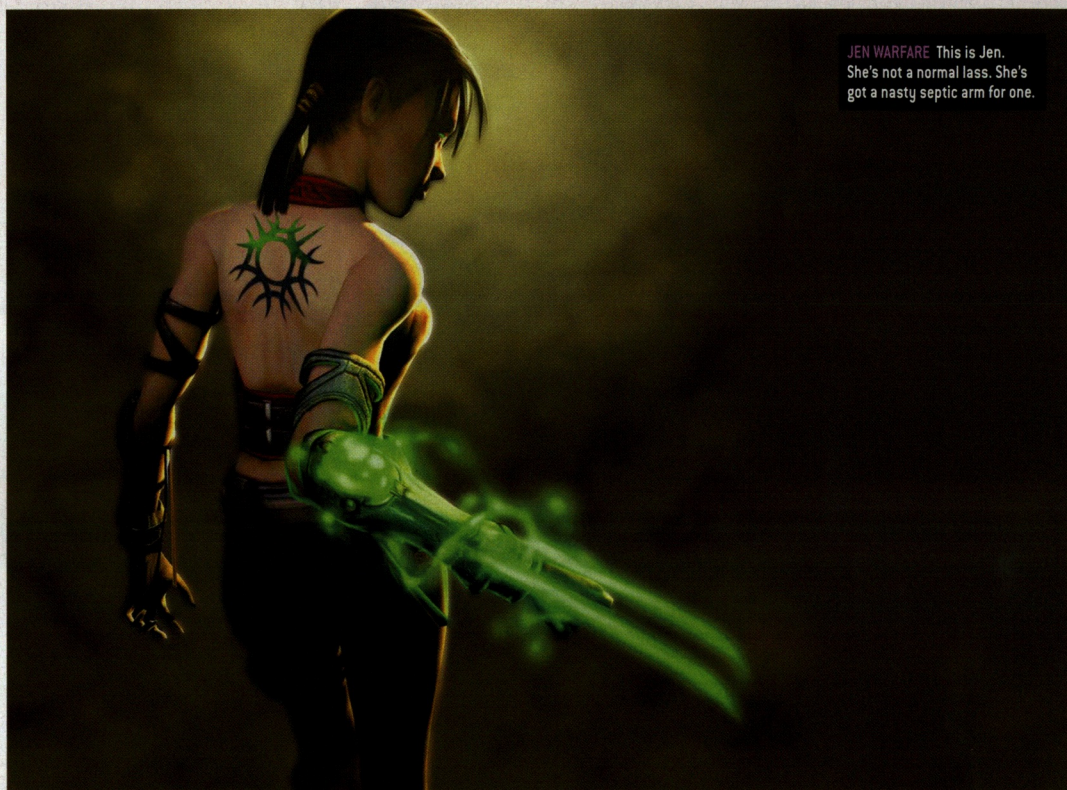
■ Turn the spinny disc thing into a pepperoni pizza!



LOTR: FELLOWSHIP

109

■ Still not bored of the rings? Then enjoy these tips.



JEN WARFARE This is Jen. She's not a normal lass. She's got a nasty septic arm for one.

PRIMAL

IT'S THE GAME THAT CAME OVER TO TOMB RAIDER IN THE BAR AND ACCUSED IT OF LOOKING AT IT THE WRONG WAY. YUP, IT'S A VIOLENT LITTLE BAMPOT, AND IT TAKES AN EQUALLY AGGRESSIVE GAMER TO FINISH IT. SO HERE'S SOME HELP.

GENERAL TIPS

1. Many of the monsters behave very passively during the fights. If nevertheless you run out of Primal energy, you can retreat and fill up with new energy from Scree.
2. If you want to get down from a wall and the adjoining ground is uneven, you might have to try other places until you find somewhere suitable to leave the wall.
3. If your characters ask to speak to you during the normal game, then it's usually

some advice to help you solve one of the puzzles on your adventure.

4. At obstacles in which the two characters must overcome tasks in different ways, you need to manually drag along the character that has been left behind.
5. If Jen asks to speak and explains she can't jump high enough, then you reach the platform only in the form of a Ferai.
6. As Wraith, you have enormous fighting strength. The lightning-fast evasive step

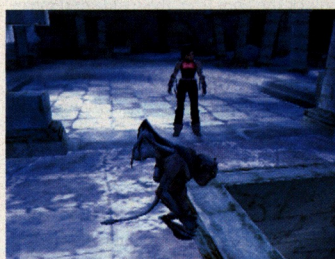
you make with renders you virtually untouchable. Moreover, the whip has a very large reach. By continuously lashing and using the evasive manoeuvre you can easily take care of large hordes of opponents yourself.

7. Djinn's two-handed sword causes an enormous amount of damage. Small opponents die after the first blow.

8. Change your target frequently, since the cowardly demons tend to retreat. This prevents you being surrounded and getting hit.



SCREEZY PEASY Don't worry - stone doesn't burn.



FRIENDS FOR EVER Jen and Scree must work as a team.



STONEY FACED Gargoyles are supposed to ward off evil.



9. Take a closer look at the remains of your defeated enemies. A key is often overlooked that takes an eternity to find later on.

10. Scour adjoining rooms and side corridors in order to find energy crystals and other vital objects.

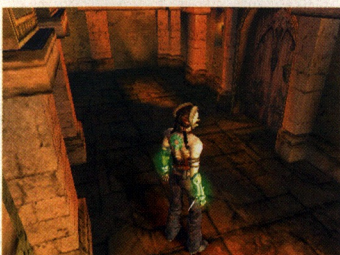
11. Glance at the map if you're not sure where to go. Your next destination is always marked on the map. If you can't spot any of the white symbols, scale down the map section until you know your destination.

WALKTHROUGH

SOLUM

NEXUS

Follow Scree first and proceed through the gate. As soon as you reach the mine



entrance, shift to Scree and explore the caves. Keep to the left and run to the next cave. Pick up the torch there and return to Jen. On the way, set fire to the round container to drive away the hungry beasts. Now head back for the cave where you found the torch. Shortly before the cave, take the turn-off to the right and run up to the walls. Scree climbs up the wall and opens the door for Jen. After that, you climb the steps and open the gate. Following the interlude, change to Scree and climb into the hole. Cross the bridge and keep going to the left. Explore the ruins there and walk through the mill. Behind the mill, give the old tree a shove so that it falls across the river. Switch to Jen and follow the river until you spot two of the monsters. After defeating them, make your way across the tree. When you go through the mill again, an interlude begins, after which you go around the tower. Jen is thin enough to squeeze through the gap. Now you can easily unlock the door from the inside and make way for Scree.

UNDERGROUND

After the diversion with the demons, you explore the next shaft of the cave. As Scree you can knock down the crumbling wall by grabbing the round stone from the side chamber and rolling it down the slope. Take a torch and explore the new area. Kick down the barrels in front of the stairs and leave the cave. Follow the path

and investigate the ruins. Grab the broken-off horn and leave the zone through the iron-barred gateway. Your characters separate briefly in the cave. While Scree clammers along the stone walls, Jen ventures a climbing trip via the narrow rock ledges. When both have reached the other side, run over the bridge and observe the scene taking place in front of the city gates. Since the gate is locked, turn to the left and follow the wall. Leave the narrow ledge behind and don't forget to let Scree follow by having him climb along the wall. As soon as you discover the hole in the wall, climb

over the stones into the city. Head across this part of the poor quarter and quickly work your way through to the exit marked on the map in the southwest.

TOMB

As soon as you reach the tombstone, enter the building on the right-hand side. Climb over the rubble and jump through the hole into the next building. Open the green door for Scree on the lower floor. Climb the stairs in the next room and drop into the adjoining chamber. Climb through the small niche and explore the area, until you come across two demons. Now follow





BLESS YOU My, that was a big sneeze.



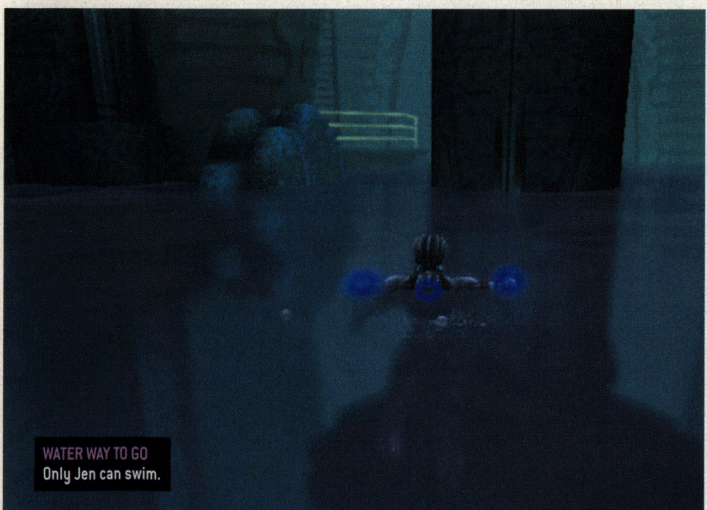
AAH, CUTE Look at the sweet little guy.

the path further and enter the temple on the left-hand side. Steer Scree around the temple once and destroy all barrels there in order to find as many energy balls as possible. Collect the balls and examine the statue in front of the gate. Direct the ray of light onto the green stone mounted on the temple gate. After the interlude, visit the place again where you saw the demons. Since Jen can now change into a Feraï, you can jump just as high and, therefore, reach the new zone. On the other side, open the door so that Scree can keep up. Now work your way forward to the enormous square and finish off all

enemies in the vicinity. Fill up Scree at the fountain of life and march further across the square. You'll find a house in the southeast corner of the square whose wall has been torn down. Go into the back part of the house and head down the stairs. Knock on the door and return to the temple.

HUNTING GROUND

In Feraï form you can jump over the locked gate behind the temple. Turn the handle on the other side and march into the hunting camp. After encountering the Feraï, keep on going in the direction of



WATER WAY TO GO Only Jen can swim.



UNDER WATER LOVE Jen's a water baby.



NICE WINGS Shame about the boat race.

the tombs where you eliminate all the guards. Return to the shaman staying in the camp. After you've got the green keystone, run back to the tombs and stop at the stairs to grab the torch. Put the stone in the gate and switch to Scree. You have to light the statue fire and direct the ray of light straight onto the keystone to open the gate.

NECROPOLIS

Fight your way through to the entrance hall and take care of all the guards there. Continue through the iron-barred gate on the left-hand side. After you have freed Jared, go into the front side-chamber of the prison-area. Scree can scale the wall there and open the bolted door in the main hall. Run to the outside zone return to the temple via the teleporter.

FERAI CATACOMBS

You call on the doorman in the large square once again – this time you are admitted. Wander through the caves until you enter the cellar passages. Finish off the sinewy monsters there and make Scree climb upwards next to the destroyed ladder. Jen has to climb the intact ladder first and then sneak across the ledge. When both characters have reached the other side, you enter the prison. See to the enemies and climb into the cell at the back on the next level. Walk past the rubble opposite the stairs and enter the new area.

COLISEUM

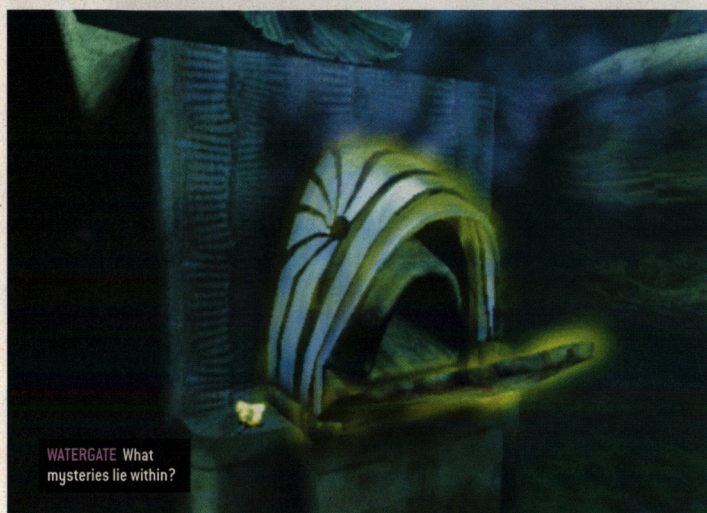
Scree is alone during the next confrontation. Collect all energy balls and then take over the statue. In this shape, you beat the mighty demon until he's had enough and flees. Avoid the fireballs when the demon fires at you from above. After the fight, take over the statue again and open the small gate. Go to the left from the small balcony and take care of the two opponents.

BARRACKS

In the large square you first lure the opponents into the area at the back of the square, so that you're outside the range of the enemy archer. After you've defeated the close combat fighters you storm up the stairs and get rid of the cowardly archer. Above the next stairway, Jen squeezes through the gap and opens the door. Your two heroes turn the lever together and leave the place. Ignore the small guardhouse and leave the ledge



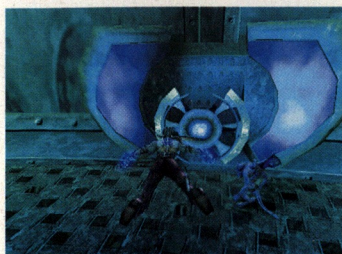
UNDER THE SEA Lara never went this deep.



behind at the destroyed bridge. Scree can easily crawl along the wall. Enter the complex and go down the stairs at the first turn-off. Take care of the guards in the kitchen and open the iron-barred gate. Work your way towards the outside, where you jump over the cliffs to the call point and call up Scree.

HERNE STATUE

Now take out the monsters at the Herne statue. Scree then climbs the wall and goes round the corner on the right-hand side. Having arrived at the top you take the torch off the wall and penetrate into the bowels of the earth. At the end of the rock steps you find a rotten wooden floor. Break down the blockade of barrels and drag all three cauldrons onto the wooden floor. After the floor has caved in, grab the rope and climb up the wall. Now you can lower the rope to Jen and reunite your team. Both now need to cover some distance before finally arriving in a great



SPINNING AROUND You'll need to turn this wheel.

hall. Finish off the guards there and open the large gate. Search the banqueting hall below and go back towards the stairs. After the earthquake, head through and explore the next room.

THRONE ROOM

Go down the stairs and grab the key lying on the right-hand throne. Leave the room now and face the bodyguard. It's important during this fight to steer a lot of opponents towards Scree, who turns into stone and is therefore protected. Nevertheless, he distracts some of them in the process. Play your enemies off against each other, by pushing them into a row. That way your direct opponent gets hit by the one behind. In the corridor that connects the hoard of Malkai and the throne room section, unlock the wooden door and keep going. Several demons are waiting for you again in the long passageway. Use the same tactics as in the previous fight. In the outside sector, eliminate the archers and follow the long stairway downwards. On the left-hand side are the chambers of Devena – your next destination. Pinch the bunch of keys and clear off. Go from the room with the fireplace into the room opposite and enter the prison sector.

TOMBS

After you have stood by Jared in the fight, hurry to the captured mother of the demon. Watch the short interlude and



finish off all opponents. Take care that you aren't hit in the back by Jared.

AQUIS

TEMPLE LAGOON

Walk into the middle of the lagoon and get your bearings by the map. Enter the large building via the grooved pillar. Climb up to the switch and turn it to the right until the whirlpool turns in the other direction. Drift into the upper area and climb up the ladders. On the wide balcony you'll find the last ladder that takes you onto the upper level of the tower. After the

interlude, go back to Jen. Take the path through the grotto. After Jen has been transformed, swim into the northern cove and head for the dam. Call up Scree at the call stone, who immediately takes control of the fish head that has a mouth in the form of a door. As soon as the door is opened, Jen can swim to the switch. Turn the wheel to the right until the queen is rescued. Now follow her to the entrance of the cove and swim through the gate.

COVE

In the technicians' room, turn on the switch above the terminal in order to open



HIDE AND SCREEK He's a pesky critter.



NICE WEATHER Must be visiting Blackpool.



WALL CRAWLER Scree can climb most walls.



PORTAL OF POWER But where does it go?



'OL YELLOW EYES Nice contacts there Scree.

the passageway to the pumping station. On the other side of the gate, swim upwards and climb over into the pools. In each of the middle chambers of the pools you'll find a wheel, which you can use to adjust the cogwheels. These must fit closely together, so that the interlude starts, through which the main switch is pointed out. Turn this to the right until the machine starts. You can see on the map where the substations are located.

SUBSTATIONS

There are two stations in the lagoon: go along the beach to the underwater tunnel,

open the gate and turn the lever next to the domed trapdoor. Then turn the wheel on the large machine to the right. Repeat the process in the temple lagoon. Your next destination is the cove where you navigate Scree through the stream. At the source of the stream, push the stone in front of the opening. On the other side, swim to the passageway in the west, where you open the sluice gate. Dive into the tunnel section and summon Scree. Then watch the scene taking place behind the grille. Now push the grille out of its mount and swim into the current. When you have turned the lever, have Scree

push the stone in front of the opening at the very back. This means Jen can get past the currents and unlock the gate at the end of the passage. After the interlude, press the button at the top of the free-standing column. Lead Scree to the door which has opened and turn the wheel near the control station. In the control room, start the turbine and take the key that you spot next to the desk. Come back with it to the locked up guard and unlock the domed trapdoor. Now turn the lever so the guard can escape. Then activate the substation and open the gate opposite the grille.

TUNNEL SYSTEM

After your team has been separated, swim with Jen into the last room where you go ashore. Kill the crab straight away and jump into the large pool. You can enter a cave at water level. Call up Scree at the callback stone and reload your energy again. There's a life stone close by. After the procedure, continue on your journey. Jen has to balance her way across the ledge from the uppermost platform, in order to reach the next tunnel, whereas Scree can climb the wall easily. In the cave with the Undine statue you let Scree control the fish head and open the mouth so that the pool fills with water. Now Jen can transform and dive down. Take care of all opponents at the substation and activate the last substation. Leave the sector through the

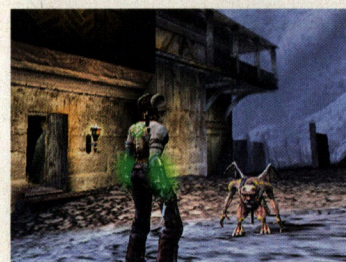
brightly-lit opening. Three opponents are waiting for you in the passages. When you have cleared the area of enemies, continue swimming straight ahead until you reach the teleporter. There, you summon Scree and replenish your demon energy. After this vital recharging of your special powers, dive into the water again and swim left at the first opportunity.

CLEANING TOWER

Open the gate there and swim to the top of the cleaning tower. You have to turn it off for some time to defeat the opponent and open some valves during its recovery phase. As soon as all valves are open, you can finally get rid of the giant fish that's been causing you problems. Then you climb up with Jen and call in Scree at the call stone. Playing as Scree, you ascend the wall with holes in it and lower the rope down below for Jen. Now, to finish, you just need to climb up the ladders and put the key in the desk.



THIRSTY WORK Jen taps the giant barrel.



THE GRUESOME TWOSOME On one of their better days.



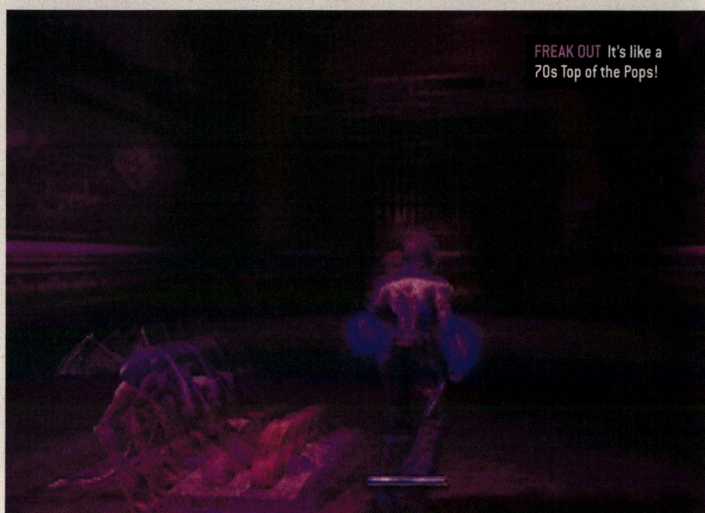
MAN'S WORK Leave the lifting to Scree.



WELL, WELL, WELL...
It's, erm, a well.



MEAN AND GREEN Eat your heart out Hulk.



FREAK OUT It's like a 70s Top of the Pops!

AETHA

LOWER PART OF THE VILLAGE

Get Scree to climb the wall next to the stairs which lead to the gate. This way you reach the other side of the gate and can open it by turning the handle. Now lower a rope to the bridge. As soon as Jen reaches the bottom, change to Scree and climb behind. Lift up the next grille and run over the bridge. In the village, you can recharge your life-energy on the right-hand side. Continue through the door at the end of the stairs. Work your way forward to the lower part of the village. Having arrived there, turn immediately to the right and climb the stairs before crossing the wooden bridge and ascending the next flight of stairs. Leave the room behind you and enter the upper part of the village.

UPPER PART OF THE VILLAGE

Run down the stairs and turn immediately to the left. When you enter the



CELL SHADING You can swim through this flooded cell.

marketplace an interlude begins, after which you follow the fleeing inhabitant. In the wine cellar, put on all the taps until the trapdoor rises. After the short interlude, follow the passageway to the north. Jump over the beams and enter the graveyard. After the encounter with the spirit, run behind the small building and jump onto the balcony. Go around the building and cut off the cage. Run down the first flight of stairs and put the cage into the empty grave on your right. Now return to the wine cellar with the trapdoor. Next, follow the guard up to the well. After you have filled the bottle, follow the guard to the sacrificial site. You can defeat this intervening opponent quickly. Block regularly and launch into a combination of heavy blows. After the interlude, run behind the graveyard and turn the handle. Keep pressing the circle button during this action.

DUNGEON

Swim through the underwater tunnel and go ashore at the landing place. Scree can climb the wall comfortably and join Jen. Go down the stairs into the next flooded section. Swim into the turn-off on the left. Dive through the broken bars of the cell and squeeze through the hole in the floor of the neighbouring cell. In the next prison-block, swim into the open cell again and climb out of the water. Squeeze through the gap between the wall and the bars. Turn the lever, so that you can pull

Scree behind you. Then enter the cage room which is right next to the lever. Scree can climb the south wall and can reach the control-levers of the cages after a few jumps. The cage-puzzle is very easy. You have to get Jen from the left to the right side. The order of the levers corresponds with the order of the cages. Always set the cages in such a way that Jen can jump or climb from one cage to the next. As soon as you have led Jen to the other side, explore the passageway opposite the control levers. Massacre the monsters from hell in the next hall and turn the lever. With Wraith's time-shifting

ability, you reach the iron-barred gate before it is closed again.

TORTURE CHAMBER

Take care of all the guards in the torture chamber and gather the bunch of keys. Now you can explore the next section of the property. Clear the teleporter room of vermin and lift the portcullis. Some guards are waiting for you in the prison areas who must be put out of action straight away. Search the bodies carefully, because one of the demon fighters has a key for the rusty doors. Scree has to take over the large statue



TIME FOR A GRILLING
How do we get past?



GRAVE ROBBER Search bodies for helpful objects.

and make it fall over. To do this push the **X** button each time the front edge of the statue lands on the ground. Fight your way through to the west wing, where Jen is overpowered. Lead Scree into the lecture hall and enter the library through the wooden door. On the other side of the hall, push the small statue between the shelves so that a small secret door opens. Run down the stairs and turn immediately to the right, where you discover the secret passage. Hurry up the stairs and open the door on the left-hand side. After the short interlude, go through the passageway until you enter Raum's laboratory. Free Jen and quickly head out of the room.



RAUM'S KEYS

Return now to the main courtyard and run to the left. Proceed through the door and run down the stairs to the dining hall. Cross the dining hall and ignore the stairway to your left. Hurry instead up the second flight of stairs and search the wardrobes next to the bedroom. In her new outfit, Jen can return to the main courtyard and enter the ballroom via the main hall. After the interlude you can return via the outer corridor to the bedroom. Whip the guards in the main courtyard to death and take the keys. The north door leads to the library, where you open the large door on the lower level. Run up the stairs and fetch the key from Elizabeth. You now have to open the gate to the labyrinth. Before you enter the maze, make Scree disappear into the skull. This way you can easily steer Jen through the high hedges and occasionally switch to Scree, so that you get a renewed overview. Keep an eye on the red column of light which marks Jen's location. Your first destination is the southern corner of the maze. Jen turns the lever there and sets off for the lever in the eastern corner. After you've turned this lever as well, you can run onwards to the next section. Fight your way forward to the machine.

BLOOD MACHINE

After you have enriched the drink of the two hosts, set off for the entrance hall.



Proceed into the ballroom and bump off the Countess with a few hefty lashes. Count Raum is just as weak, though he can shoot lightning at you. As soon as he flies up in the air, run behind Scree. With this tactic, the invulnerable Gargoyle is always fired at.

VOLCA

MAIN SHAFT

Enter the main shaft of the crater and work your way downwards. Use the rope at the deep abysses to bring Jen safely down. Having reached the gate, Scree grabs a torch and kindles a fire in the

bowls that you find beside the torch holders. When you arrive in the lava pit, quickly run to the right and jump into the pool of water. It's now a matter of searching all openings on the ceiling so that you find the switches. Pay close attention to the symbols that are incorporated into the grille. Continue behind the grille with the three flame-symbols, and operate the switch you find above the first opening.

THE TWO STATUES

Call up Scree at the call stone and change to the small stone demon. Now jump down and look for a hold on the wall.

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

Ace Combat 4: S. Skies
Age of Empires 2
Atlantis 3: New World
Blade 2
C. Bandicoot: W. of Cortex
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Crazy Taxi
Cricket 2002
Devil May Cry 1 & 2
Dragonball Z: Budokai
Dynasty Warriors 2 & 3
Escape Monkey Island
FIFA 2002 & 2003
Final Fantasy 10
G.I. Jockey
Getaway
Gran Turismo 3 & Conc.
Grand Theft Auto: Vice City
Grand Theft Auto 3
Harry Potter C. of Secrets
Headhunter
Hitman 2: Silent Assassin
Jak & Daxter
James Bond: Nightfire

Kingdom Hearts
LMA Manager '02 & '03
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Mat Hoffman's Pro BMX 2
Max Payne
Medal of Honor Frontline
Metal Gear Solid 2 & Sub
Midnight Club
Minority Report
Monkey Island (Escape)
Mort. Kombat: Deadly All.
Need for Speed H. Purs. 2
No One Lives Forever
Onimusha 1 & 2
Premier Manager 2002
Primal
Prisoner of War
Pro Evolution Soccer 1 & 2
Project Zero
Ratchet and Clank
Red Faction 1 & 2
Reign of Fire
Res. Evil: C. Veronica X
Robot Wars
Rocky
Shadowman 2

Silent Hill 2
Sims
Smackdown! 3 & 4
State of Emergency
Spiderman The Movie
Splinter Cell
Star Wars Jedi Starfighter
State of Emergency
Summoner 2
Syberia
Tenchu: Wr. of Heaven
Terminator: Dawn of Fate
The Sims
The Gaway
The Thing
This is Football '02 & '03
Time Splitters 1 & 2
Tom Clancy's Splinter Cell
Tony Hawk's 4
Top Gun: Combat Zones
Twin Calibre
Ty the Tasmanian Tiger
Vice City, G.T.A.
WWE Smackdown! S.Y.M.
Plus Many More...

CALL ME 24/7
I'VE GOT WHAT YOU NEED!

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 093 702

AGED UNDER 16, CALL THIS NUMBER

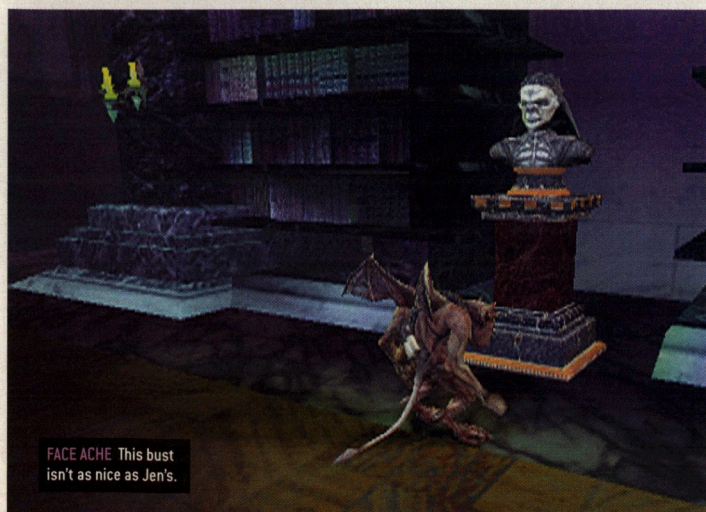
09066 096 462

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000



FACE ACHE This bust isn't as nice as Jen's.



ON THE TILES Head up onto the roof. For fun.



VERTIGO One slip and it's curtains for Jen.

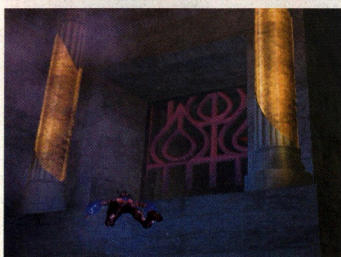


TORCH FOR THOUGHT Light the oil basins.

Leave the gate behind and climb from the water. Take over the giant statue at the end of the stairway and turn the lever. Now you can return to the main hall, grab the torch from the wall and climb the stone wall on the east side. As soon as you have reached the rock ledge, lower a rope for Jen. Put Scree on the northern edge of the rock platform for this. Open the door by lighting the two containers. In the circular hall, transform Jen into a Wraith. Wait until the lava stream eases off, activate the time-shift and stride through the door. Then turn the wheel to smooth the way for Scree. Now take over the second statue and turn the lever. Then you can advance over the bridge and onwards into the next section.

LAVA TEMPLE

Light the bowls beside the stairs and run along the passage. Don't let the guard delay you, instead storm up to the Rift gate. There you first take care of the long-



SINK OR SWIM More underwater fun at the Lava temple.

range fighter and then see to the rest of the sinewy demons. Now go back to the gate of fire and run in Wraith form through the flames. After you have got through the long fight and Scree has to fend for himself, run to the door of this hall. Scree takes over the head of the statue in the hall and opens its mouth. In the next room you grab the brazier and heave it onto the floor tile two to the north. Now you can climb the north wall and take the torch from the wall at the end of the passage. Run to the brazier again and drag it on the floor tile to the south. Climb the south wall and open the door with the torch. After turning the wheel, the main room is supplied with oil and you can open the last door. When you have left the long passage behind and have entered the new room, turn immediately to the right and climb the wall. Over the bridges and even more walls, you finally reach the statue head, which you can control. Close the statue's mouth and return to the lower level. In the next section, climb to the top of the square column. There is a bridge next to the statue head to the north-west, over which you can cross to the next hall. Hurry to the wheel and open the trapdoor with it. After you have got out of the knee-deep water, break down the gate and enter the temple.

MALIKEL'S TEMPLE

First talk with the queen, then follow the passageways until you reach Jen. In order

to survive the fight, control the black statue and put Jen out of action. Next, hurry to the queen. Then run through the gate which has opened and deal with the hordes of opponents. Cross the magma plinth and switch to Scree by the falling lava. Climb along the stone wall to the next gate. Jen has to make do with the rock ledge on the opposite side. As soon as the last platform breaks, switch to Scree and overturn the middle statue. Both open the gate together and run to the right. Light the small bowl and continue on your way. Next to the locked door on the right is a narrow

stone wall, which Scree can climb. Finally, light both oil basins.

REFUGE OF IMMOLATE

First enter the northern passage via the balcony. Jen changes there to Feraï form and climbs down Scree's rope. Jump over the platforms up to the round podium and climb the wall. Jen has to ascend the rope and turn the wheel together with Scree. You can light the oil in the basin now and return to the main hall. Next, run through the passage in the north-east. Climb the left wall first and put the brazier onto the floor plate. On the opposite side, Jen



FIRE AT WILL It's a handy talent for sure.



HANGING AROUND But only by the thinnest of threads.



BAN THIS FILTH Game in gargoyle spewing fire shocker!

jumps up in Ferai form and stands on the pressure plate. Now the way is clear for Scree and you can light the next basin. Drag the blazing brazier under the gate. Jen can now leave her position and crawl through the narrow opening. Explore the adjoining passage and lower Jen down into the main shaft. At the foot of the second stairway, turn the wheel and head back. Run through the west gate in the main hall. Climb both walls next to the statue and light the oil basins. Now turn to the door in the east and light both oil basins. Run up the stairs and knock down the column. See to it that the last basin is burning here and proceed through the large gate in the main hall.

HALL OF THE GODS

In this hall you have to cut through the stay ropes of the statue. Except for the rope anchored to the roof of the building, Scree can reach all of the ropes alone. If you cannot climb further at a certain

point, go two steps to the left or right and try again. Before you get going, lower a rope on the left side of the entry platform. Jen can now climb down and jump on the wing of the statue. Continue running and jump in Ferai form from the platform. Put Jen in front of the wall of the middle block, before bringing Scree into position with the rope, so that Jen can pull herself up. Still in the form of the Ferai, Jen climbs the stairs and tightly squeezes past the curve of the walls. Now jump up on the roof and call in Scree. When you have cut through all of the ropes, make Scree disappear into the statue and knock the huge thing over. Then run over the new bridge.

GOLIATH SHRINE

The battle against the King takes place here. Since your opponent is a Fire-being, you have to cast all torches, oil basins and braziers into the abyss. You can even move the medium-sized basins. Only in the case of the very large oil basins do you need your opponent's help. Hide behind these containers. As soon as the statue deals a side blow, the large light-source goes out as well.

SHOWDOWN

First you have to survive three rounds against Lewis with Jen. You don't need special tactics on this occasion. Watch your guard though. Occasionally your



ALMOST THERE You're near the end now.



SUNSET BOULEVARD It sure looks purdy.

opponent distances himself and hurls magic projectiles at you. Force Lewis into close combat again as soon as possible, since the projectiles cause enormous damage. In any case you have to use your evasive skill in Wraith form. Having got these three rounds over and done with, events turn to Scree, who faces an old acquaintance. Hurry to the wall first of all and pick up one of the shields. The demon can cause extreme damage. Since no lifesaving energy-crystals are available to you with Scree, you need to watch every move you make. Always stand back and wait until the horrible demon approaches. Deal a powerful blow and let the attacker

run into your fist. Avoid the fireballs by constantly running in one direction. On no account should you stand still during this stage of the fight. If you have seriously harmed the demon, he'll retreat to the machine in the middle and direct a powerful energy-ray at you. Now position yourself on one of the brightly lit surfaces and hold the shield up in front of you. This way you break down your opponent's energy source bit by bit. Once you've got this fight out of the way, Jen has to survive the last round against Lewis. If you win this fight as well, you can enjoy the final credits and loads of bonus material that becomes unlocked.

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

NEED MORE CHEATS?

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100s OF QUALITY WALKTHROUGH GUIDES
- THE BEST CHEATS - FAST!!!

CALL ME 24/7, I'VE GOT WHAT YOU NEED!

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 093 701

AGED UNDER 16, CALL THIS NUMBER

09066 096 461

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

--	--	--	--	--

TENCHU: WRATH OF HEAVEN



Complete the game as both Rikimaru and Ayame to unlock Tesshu.

Blue, orange, red, yellow, and green.

At the in-game menu, press , , , , , , , , , , .

Complete all of the arena challenges in time attack and body count modes.

RYGAR: THE LEGENDARY ADVENTURE



GUITARMOR

Reach the thirtieth basement floor of the Necromandio Cave and break the Silver Cask. When you restart the game, hold down **R1** at the Tecmo logo until it disappears. Rygar's Diskarmor will now look like a guitar.

HAMBARMOR

Complete the game on Hard difficulty with a rank of A or higher. When you restart the game, hold down **L1** at the Tecmo logo until it disappears. Rygar's Diskarmor will now look like a hamburger.

PIZZARMOR

Once you have completed the game, hold down **L1** at the Tecmo logo screen until the logo disappears. Rygar's Diskarmor will now look like a pizza.

ROLLERARMOR

Reach the thirtieth basement level of the Necromandio Cave and break the Silver Cask. At the Tecmo logo screen, hold **R2** until the Tecmo logo screen disappears.

SUSHIARMOR

Complete the game on Legendary difficulty with a rank of A. At the Tecmo logo screen, hold **L1** and **L2** until the logo disappears. Rygar's Diskarmor will now look like a plate of sushi.

UDONARMOR

Reach the thirtieth basement level in the Necromandio Cave and then break the Silver Cask. At the Tecmo logo screen, hold down **R1** and **R2** until the Tecmo screen logo disappears from view. Rygar's Diskarmor will resemble a bowl of noodles.

EASY DIFFICULTY

Die three times in the game, and you'll eventually get to unlock the Easy difficulty.

HARD DIFFICULTY

Complete the game on Normal difficulty to unlock Hard difficulty.

INHERIT PARAMETER

Unlock everything in the game to unlock the configuration to toggle Inherit Parameter on or off in "Option" mode.

LEGENDARY DIFFICULTY

Complete the game on Hard difficulty to unlock Legendary difficulty. In this mode, the game will end if you fall off a pit.

ONE WORLD MODE

Complete the game for the first time to unlock One World mode. You'll now be able to choose a world to practice on.

PRIDE FC



BRUSH UP ON YOUR SLAMS, SLAPS AND DROPKICKS WITH THESE TIPS.

SPECIAL MOVES FOR ALLAN GOES

- **Compasso**
Press LK from Stand/Left Step.
- **Feint Tackle**
Press RK, LP and LK from Stand/Forward Step.
- **Punch Combo 4**
Press LP, RP, LP, RP, LP from Mount/Top.

SPECIAL MOVES FOR DAIJIRO MATSUI

- **Dropkick**
Press RK and LK from Forward Step.
- **Triple Slap**
Press RP, RP, RP from Guard/Top.
- **Lift Up Reversal**
Press RP and RK from Back Mount/Bottom.

SPECIAL MOVES FOR DAN HENDERSON

- **Double Body Hook**
Press LP, RP from Stand/Back Step.
- **Low Ducking Kick**
Press RK, RP and RK from Stand/Forward Step.
- **Step Back Upper**
Press RP from Stand/Back Step.

SPECIAL MOVES FOR DON FRYE

- **Power Upper Combo**
Press RP, LP, RP, RP from Stand.
- **Double Straight**
Press LP, LP from Stand.
- **Stomp Kick**
Press RK from Stand/Back Step.

SPECIAL MOVES FOR ENSON INOUE

- **Machine Gun Jab**
Press RP, RP, RP, RP from Stand.
- **Yamato Damashii Smash**
Press RP from Stand/Back Step.
- **Mid Kick and Tackle**
Press RK, RP + RK from Stand/Forward Step.

SPECIAL MOVES FOR GARY GOODRIDGE

- **Down Swing Combo**
Press RP, LP from Stand/Back Step.
- **Rush Combo 5**
Press RP, LP, RP, LP, RP from Opponent Stun.

- **Down Swing Punch**
Press LP from Back Step.

SPECIAL MOVES FOR HEATH HERRING

- **Overhead Punch**
Press RP, LP from Stand/Back Step.
- **Double One Two Punch**
Press RP, LP, RP, LP from Stand.
- **Front High Kick**
Press RK, RK from Stand.

SPECIAL MOVES FOR KAZUYUKI FUJITA

- **Crouching Tackle**
Press LP + RK, LP + RK from Stand.
- **Step in High Kick**
Press RK from Stand/Forward Step.
- **Lift Up Slam**
Press LP + LK from Stand/Forward Step.

SPECIAL MOVES FOR RENZO GRACIE

- **Step Punch Combo 3**
Press LP, RP, LP, RP from Stand/Forward Step.
- **Step Punch Combo and Tackle**
Press LP, RP, LP, LP + LK from Stand/Forward Step.
- **Leg Drag**
Press LP + LK from S&D/Bottom.

SPECIAL MOVES FOR RICARDO ARONA

- **Away Step Back Straight**
Press LP, LP from Stand/Back Step.
- **Double Toe Kick**
Press RK, RK from Stand.
- **Delay Tackle B**
Press LP + LK, RP + RK from Stand.

SPECIAL MOVES FOR ROYCE GRACIE

- **Step Left Punch Combo 3**
Press LP, RP, LP, RP from Stand/Forward Step.
- **Right Heel Kick**
Press RK from Guard/Bottom.
- **Right Feint Punch**
Press RP, RP from Guard/Bottom.

SPECIAL MOVES FOR TOM ERIKSON

- **Tom B2B**
Press RP + RK from Stand/Forward Step.
- **Triple Axe Handle**
Press RP + LP, RP, LP from Mount/Top.
- **Double Right Power Punch**
Press RP, RP, RP from Guard/Top.

NFL 2K3



UNLOCK SEASON HIGHLIGHTS

To unlock highlights from your team's season, win the Super Bowl in Franchise Mode. While the credits roll, you'll be able to watch some of your best moments.

SHINOBI



HARD MODE

Successfully complete the game on normal mode to unlock hard mode.

SUPER DIFFICULTY

Successfully complete hard mode.

ARMORED CORE 3



OP-INTENSIFY OPTIONAL PART

Finish the story mode, and you'll be able to buy the Op-Intensify optional part. Equip it and complete these challenges to gain the abilities.

RADAR FUNCTION

Defeat D-1 Thunder House in the arena with the Op-Intensify optional part equipped.

ENHANCED BOOSTER PERFORMANCE

Defeat A-2 Ace in the arena with the Op-Intensify optional part equipped.

LARGER BLADE RANGE

Defeat E-32 Exile in the arena with the Op-Intensify optional part equipped.

ENHANCED CANNON OPERATION PERFORMANCE, ENHANCED COOLING PERFORMANCE

Complete the 'Destroy Massive MT' mission in the first Layer: Nature Area with the Op-Intensify optional part equipped.

ENHANCED MISSILE INTERCEPTION, BLADE WAVE CAPABILITY

Complete the 'Defend Water Processors' mission in the 1st Layer: Nature Area with the Op-Intensify optional part equipped.

ENHANCED TURNING PERFORMANCE

Complete the 'Defeat Enemy AC' in the 2nd Layer: Waste Disposal area with the Op-Intensify optional part equipped.

BIO SENSOR, MISSILE TRACKING

Complete the 'Eliminate Intruders' missions in the 3rd Layer: District 1 area with the Op-Intensify optional part equipped.

ATV 2 QUAD POWER RACING



ALL RIDERS

When you are asked to name your rider during the "create a new profile" option, enter **BUBBA**.

ALL VEHICLES

When you are asked to name your rider enter **GENERALLEE**.

ALL TRACKS

When you are asked to name your rider enter **ROADKILL**.

ALL TRICKS

When you are asked to name your rider during the "create a new profile" option, enter **FIDDLERSELBOW**.

CHAMP

When you are asked to name your rider during the "create a new profile" option, enter **REDROOSTER**.

ALL CHALLENGES

When you are asked to name your rider during the "create a new profile" option, enter **DOUBLEBARREL**.

MAX STATS

When you are asked to name your rider during the "create a new profile" option, enter **GINGHAM**. This cheat raises you to the maximum skill level, but also increases the skills of the other drivers.

GALERIANS: ASH



EXTRA ENDING

Beat the game under normal or hard difficulty and you'll unlock the secret extra ending.

SHORT MODE

To get short mode, finish the game easy or normal mode.

HARD MODE

Beat normal mode in less than 15 hours and saving less than 20 times.

LEVEL 3 PK MODE

Beat hard mode and get S Rank. Lv3PK mode starts you with all psychic attacks at level 3.

SLY RACCOON



BEHIND THE SCENES MOVIE

To access the behind the scenes footage, complete all of the Master Thief Runs.

SECRET MOVIE

To access the Thievus Raccoonus Movie, obtain all of the pages of the Thievus Raccoonus.

TOKYO POLICE FILE MOVIE

Finish the game and return to the hideout. Bentley will tell Sly that one of his friends from Japan has sent over a video. It's a Japanese version of the intro movie, with extra animations.

WRECKLESS: THE YAKUZA MISSIONS



ALL LEVELS AND CHEATS

At the cheats screen, highlight Unlimited Time, then hold down **L2**, **R1**, **△**, and **○**.

ALTERNATE VIEWS & VISUAL EFFECTS

Complete missions A-9, A-10, B-9, and B-10 to unlock alternate views and visual effects.

MUSIC TEST

Complete all 20 missions in the game to unlock the Music Test option in the options screen.

DRAGON-SPL CAR

To unlock the Dragon-SPL Car, complete mission A-1.

TIGER-SPL

To unlock the Tiger-SPL, complete mission A-8.

AUV CAR

To unlock the AUV, complete mission A-9.

SUPER CAR

To unlock the Super Car, complete mission B-1.

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING



UNLIMITED MONEY

On the East Road just out of Hobbiton, past the woodsman who trades his dagger for pipeweed, on the ledge above the stumps that summon the elves, you'll come across a house. Enter it and walk up to the bookcase against the wall. Press Action and a gold coin will appear in front of you. Leave the house and re-enter. Another gold coin will now be there. Repeat this to get as many coins as needed.

SILVER PIN

Talk to Ted Sandyman in Hobbiton and he will say that he is looking for a silver pin. The pin is hidden in the weathervane over by the river. You will see another

Hobbit there. He will ask you to throw a rock at the weathervane to get it to move again. When hit, he will give you the silver pin.

UNLIMITED DWARVEN AND ELVEN SHOTS

When you are at the Prancing Pony Inn and have just defeated the dagger thieves, go through the open window and climb up the ladder. You'll see that the ring is spinning. Turn to the right and use the ring. You should see a platform with both an elven and dwarven shot. Collect them and jump back to the ladder platform. Take off the ring and put it back on, and the items will appear again. Repeat the sequence to get as many shots as you like.

TY THE TASMANIAN TIGER



BONUS ENDING

Successfully complete the game with all cogs, eggs, and opals collected for a 100% completion to unlock a bonus level and an extra FMV sequence after the ending credits.

INFINITE HEALTH

On the main menu, press **L1**, **R1**, **L1**, **R1**, **A**, **A**, **A**, **A**, **○**, **○**.

SHOW ALL ITEMS

Press **L1**, **R1**, **L1**, **R1**, **A**, **A**, **○**, **○**, **○**, **R2**, **R2**, during gameplay.

EXTRA LEVEL

Beat the game and collect all Opals, Eggs, and Cogs to unlock a bonus level and second ending to the game.

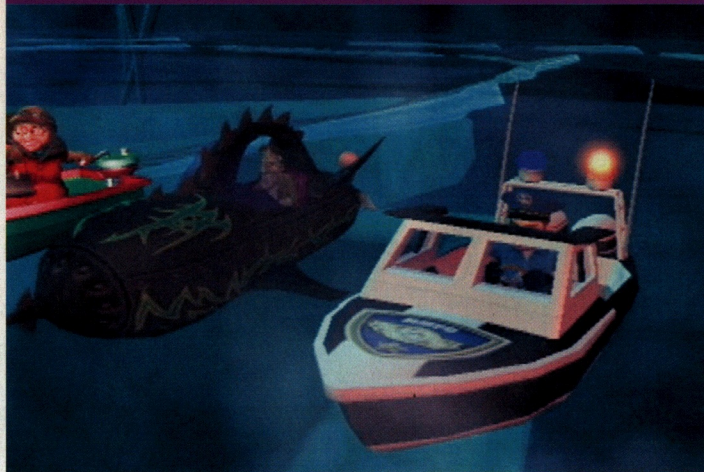
AQUARANG, ELEMENTAL RANGS, DIVE AND SWIM

Press **L1**, **R1**, **L1**, **R1**, **A**, **A**, **○**, **○**, **A**, **○** during the game.

GALLERY

Press **L1**, **R1**, **L1**, **R1**, **A**, **A**, **○**, **○**, **R2**, **○**, **R2**, **○** during the game.

MICRO MACHINES



MINI TIPS FOR MINI MACHINES.

MICRO SOCCER

Find the three hidden stars located in Beachside GP in single-player mode.

- **FIRST** To the left outside of the submarine helmet.
- **SECOND** Behind the sand castle before the beach ball.
- **THIRD** Underneath the first jump right at the start.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP in single-player mode.

- **FIRST** At the first sewerage drain to the right at the start.
- **SECOND** Among the group of boxes close to the start.
- **THIRD** Behind the wall after going down a flight of stairs.

BIG HEAD MODE

Find the three hidden stars located in This Ol' House GP in single-player mode.

- **FIRST** Behind the jack-in-the-box close to the start.
- **SECOND** In a sweet on the wooden planks above the man in the bath.
- **THIRD** In a pipe after the big spider.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in single-player mode.

- **FIRST** Underneath a pipe and next to a cup after the first teleport.
- **SECOND** To the right on a arm of a chair after the first teleport.
- **THIRD** Behind a pillar to the right of the speed-up, freeze and pause power-ups.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in single-player mode.

- **FIRST** Behind the first jump.
- **SECOND** Fire-covered hole left from the first check point.
- **THIRD** Behind the broken statue head laying on the ground.

COLOR TINT

Find the three hidden stars located in Hoedown GP in single-player mode.

- **First** In the first party popper after the convey belt;
- **SECOND** Underneath the tapping foot of the hairy-legged woman.
- **THIRD** Below the last hay bale.

BIRD'S EYE

Find the three hidden stars located in Perilous Places GP in single-player mode.

- **FIRST** Behind the grenade immediately after the moving piston
- **SECOND** In a lava rock along the lava path
- **THIRD** Left after the hill with the red barrels.

THE TEAM

Find the three hidden stars located in Graveyard GP when you play in single-player mode.

- **FIRST** Behind a rock before the bridge with the bespectacled skeleton.
- **SECOND** The sail on the coffin path next to the sign "Bob Fat and Bald 1802 - 1852".
- **THIRD** Right from the fast forward power-up after you get to the man in the jail cell.

SCORPION KING: RISE OF AN AKKADIAN

MAKE THE ROCK WORK HARDER.

ALL BONUSES

Go to the pause menu and press **▲**, **▼**, **◀**, **▶**, **○**, **○**, **R2**.

MAX HEALTH AND WEAPONS

Go to the pause menu and press **▲**, **▼**, **◀**, **▶**, **○**, **○**, **R2**, **○**.

MEAT CLUB

Enable one-handed weapons. Then pause the game and press **▲**, **▼**, **◀**, **▶**, **○**, **○**, **R2**.

UNLOCK MINOTAUR

Enabled one-handed weapons. Then pause the game and press **▲**, **▼**, **◀**, **▶**, **○**, **○**, **R2**, **○**.

JERKY
LOW RES
UGLY
SLOW



+

pcgaming
hardware
WORLD

TUNING
STEP-BY-STEP
HELPFUL
CLEAR

=



SMOOTH
HI RES
SHARP
FAST

THE FIRST PC MAGAZINE DEDICATED TO
GAMES HARDWARE AND ULTIMATE PERFORMANCE

LAUNCH ISSUE OUT MAY 1

BROWSER

SMELL OUR BACK SECTION.



DVD

112

The steamiest Bond movie yet lets us down and leaves our drooping enthusiasm swinging sadly in the wind.

BROWSER
CHRONICLE

117

Have you ever wondered how *PSW* gets made? What do you mean no? Uh-oh.

BROWSER
FORWARD PLANNER

118

Make the most of what precious little time you've got left with our handy guide.

BROWSER
GROUP TEST

120

2,030 words devoted entirely to the subject of PS2 survival horror games.

BROWSER
UPGRADE

124

Upgrade that pointless robotic dog to a pointless robotic dog on a skateboard.

BROWSER
ESSENTIAL 50

128

A half century of nut truffles from the velvet-lined chocolate box marked 'PS2'.





DIE ANOTHER DAY

PSW IS SHAKEN AND SLIGHTLY PERTURBED BY THIS CHILDISH SPY FLICK. BRING BACK ROGER MOORE.



DISC INFO

Starring
Pierce Brosnan
Halle Berry
Toby Stephens
Rosamund Pike
Director
Lee Tamahori
Year 2002
Price £24.99
Released May 2

A small but significant clue as to what to expect from *Die Another Day* occurs in the first 15 seconds: the traditional gunbarrel opening sequence now features a computer-generated bullet whizzing towards the screen. It is an unnecessary update; flashy and gaudy. Bond has been given a makeover for the new millennium but has traded class for crass in the process. Brash and vulgar, welcome to Bond, Bruckheimer style.

The movie doesn't start off that way. The pre-credits sequence has a violent and gritty realism to it. An explosive and thrilling hovercraft chase ends surprisingly with Bond in captivity. For the first time the story is integrated into the title sequence, a device that works very well, as Bond undergoes 14 months of torture. Once out of prison, after a wash and brush up he is once again the 007 we know and love, although he has lost the trust of the Secret Service and has been stripped of his licence to kill. Brosnan's portrayal during these sequences is assured and his predicament has Le Carre-style intrigue. If only the film had progressed from there rather than attempting to take on xXx as an action spectacular.

As it is, a plot driven by happenstance takes him to Cuba where he encounters Halle Berry's

Jinx and gets involved in the best brawl of the film. Returning to England he runs into Gustav Graves (Stephens), the villain of the piece, and ice-maiden Miranda Frost (Pike).

When the action moves to Iceland, any semblance of realism disappears. The new Aston Martin is equipped with 'adaptive camouflage', as believable as Harry Potter's invisibility cloak, with Bond able to hide from baddies by simply getting inside and closing the door. As if this wasn't ludicrous enough, the centre-piece action sequence is a computer-generated stunt without an ounce of credibility that sees Bond himself become a pixelated figment of an iMac.

EXTRAS Here's where MGM make up for the shortcomings of Bond 20. Your extras, in order of importance: a region two exclusive making-of documentary, four multi-angle action scenes, a 20-minute guide to the car chase sequence, two commentary track and a pop-up trivia stream. Add in a well-stocked buffet of gadget vignettes and movie stills and you've got the most impressive 007 DVD yet. If not the best movie.

VERDICT A close cousin of *Moonraker*, with its far-fetched sci-fi action and smutty jokes.

★★★★★ Richard Leadbetter

I SPY A HOMAGE

HALLE BERRY'S BIKINI TRIBUTE TO URSULA ANDRESS IS ONE OF MANY REFERENCES TO THE BOND BACK CATALOGUE IN *DIE ANOTHER DAY*.



■ Ian Fleming stole the name James Bond from the author of the reference book *Birds of The West Indies* – which is used by Bond in *Die Another Day*.

■ The Icarus satellite is a descendant of the diamond-focused orbital weapon from *Diamonds Are Forever*. Gustav Graves acknowledges the many references to the earlier film when he says, "Diamonds are for everyone."

■ Q's storage room is packed with gadgets from the previous films. Bond plays with Rosa Klebb's shoe from *From Russia With Love* and the jet pack from *Thunderball*. John Cleese gets to quote Desmond Llewellyn's most famous line: "I never joke about my work 007."

■ In *Goldfinger*, Bond was strapped down and threatened with a laser – this time it's Jinx's turn.



K-11 THE WIDOWMAKER

Starring Harrison Ford **Director** Kathryn Bigelow **Year** 2002 **Price** £19.99 **Released** May 21

Submarine films, eh? By God, don't we just need another one of these right now. Set in 1961 at the height of the Cold War, *K-11* is based on the true story of a Russian submarine crew that got into all kinds of radioactive bother when their nuclear reactor conked out. When original captain Mikhail Polenin (Neeson) is demoted for not getting his sub shit together fast enough, Ford's Alexei Vostrikov is brought in to get the ill-prepared submarine out to sea whatever the cost. Which turns out to be loads of lives. Though *K-11*'s gripping in all the obvious places, at nearly two-and-a-half hours long, it does go on a bit. Another sizeable hole in its stern is provided by main Ford's character Vostrikov, who is so dour and irritating that death by nuclear catastrophe seems like a more desirable ending.

EXTRAS The pick of the bonus material is a trio of mini-documentaries, one of which guides you by the hand around the impressively suffocating set.

VERDICT *K-11*'s not badly done at all, but it's too long, dirgy, and unspectacular to leave any lasting impression.

★★★★★ Jane Howdle



SIMONE

Starring Al Pacino, Winona Ryder **Director** Andrew Niccol **Year** 2002 **Released** Out now

Directors, here's an idea: get a digital sexpot to star in your next film and you'll be guaranteed obedience, no temper tantrums and wonderfully perky bosoms. This is what Al Pacino's down-on-his-luck director Viktor Taransky gets when he inherits computer-generated leading lady Simone. Like other Hollywood starlets she's got the looks, but thankfully for Taransky she lacks the bad attitude of her rivals. Obviously the whole film's meant to be taken with a huge pile of salt, but Simone isn't very good at acting and, as there're loads of good looking girls with actual talent in Hollywood, why on earth would such a fuss be made over her? Ultimately, what's meant to be a clever satire only really works as a mildly entertaining light comedy.

EXTRAS A thin coating of deleted scenes and an interesting featurette.

VERDICT A great idea, but ultimately unconvincing.

★★★★★ Jane Howdle



28 DAYS LATER

FORGET ABOUT THE BEACH – THIS IS THE DANNY BOYLE WE KNOW AND LOVE. A TRUE RETURN TO FORM.

Starring Cillian Murphy, Naomie Harris **Director** Danny Boyle **Year** 2002 **Price** £19.99 **Released** May 28

Danny Boyle, once hailed as the saviour of British cinema, has seemingly shaken off some of those Hollywood excesses he's picked up over the years and delivered a chilling tale reminiscent of the hell-raising school of gritty Brit horror.

When bike courier Jim wakes up from a coma, he finds the previously bustling city of London void of human life. The hospitals, shops and streets are empty. Buses and cars lie deserted in the roads. The only life he encounters is rage infected human mutants who now patrol the cities and villages of England looking to satisfy their lust for blood. Twenty-eight days earlier, a group of animal activists broke into a lab and accidentally released a terrible virus.

The disease had been developed inside monkeys that were forced to endure horrific images of violence and war 24 hours a day. Once bitten by an infected person, the victim will have ten to 20 seconds before going mad, spewing blood and developing an insatiable urge to kill. After teaming up with a handful of fellow survivors, with a fresh food scare and little hope of survival, they decide to follow up a radio repeated army message informing any non-infected

persons to head to a potential safe zone north of Manchester. But on arrival at the heavily guarded barracks, the situation is made only worse when the survivors start to lose their minds as the real price of life begins to slip away.

Based on another of Alex 'The Beach' Garland's novels, this time the sun-drenched utopia of desert island life is swapped for more serious end-of-the-world-as-we-know-it material, which seems a far more comfortable terrain for Boyle. The beautifully yet haunting images of a post-apocalyptic London are breathtaking, hauling up memories of the likes of the eerie 80s TV series *Day Of The Triffids* and *The Omega Man*. But it's the unquenchable bloodlust and ebbing of morals among the survivors that Boyle captures so keenly, and which is ultimately so terrifying.

EXTRAS As well filling us in on how they managed to empty out London, we also get to see the storyboarding for an alternate ending and eight deleted scenes.

VERDICT Boyle manages to almost redefine the genre, taking us back into the gritty days of early UK horror.

★★★★★ Natasha Aitken





DONNIE DARKO

A GENRE-DEFYING FREEFALL THROUGH THE ADOLESCENT PSYCHE. OR SOMETHING LIKE THAT.



Starring Jake Gyllenhaal, Drew Barrymore **Director** Richard Kelly **Year** 2002 **Price** £19.99 **Released** Out Now

It's 1988. Duran Duran are topping the charts, Rubik's Cubes are still something of an enigma and 16-year-old Donnie (Gyllenhaal) is undergoing therapy for borderline schizophrenia. This is hardly surprising. A supernatural being in a menacing bunny suit called Frank is appearing to Donnie on a nocturnal basis informing him of the world's end in 28 days. If that's not schizoid-inducing enough, an unidentified jet engine drops into his bedroom almost killing him.

This is just the beginning of a mind-melting voyage for the hero of this bizarre and brilliant black comedy, who must work out whether these apocalyptic portents are the real thing or just a side effect of his teen angst. Meanwhile, the slightly more normal side of Donnie's split personality, when not arguing with his happily dysfunctional family, is smitten with Gretchen, the new girl in his class.

Twenty-six year-old Richard Kelly's directorial debut is an astonishing achievement that kicks the modern teen-horror right where it hurts. Cool, slick and edgy, clearly Kelly's memories of high school in the 1980s are recent enough to ensure a sharp witted script that reanimates such lovable characters as the coke-snorting, knife-wielding bully and the tortured fat Chinese kid. Donnie, who is more interested in the sexual life

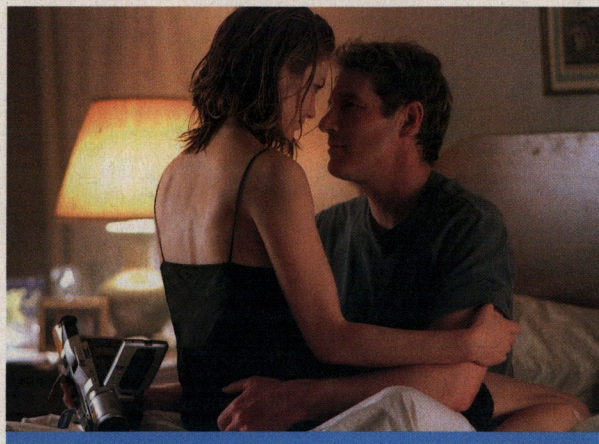
of the Smurfs than banging the prom queen, is delightfully portrayed by Gyllenhaal (brought in last minute to replace *Rushmore*'s Jason Schwartzman), who illustrates both Donnie's wicked charm and crushing vulnerability with ease. Better still, he looks dead cool.

From the nostalgia-inducing soundtrack with its carefully selected collection of 80s pop nuggets, through the Bush-Dukakis election coverage and the Spielbergian suburbia, *Donnie Darko* is an absolute treat for the MTV generation, rewarding those who were there and entertaining and enlightening those who thought that the 80s stopped at Molly Ringwood's cleavage. If you only buy one DVD this month, make sure it's the one with the freaky rabbit on the cover.

EXTRAS Director Richard Kelly spills his guts during his commentary track, revealing the thought processes that went behind this, the most talked about directorial debut in recent years. When you're done with that, check out the cast interviews, which, along with the extended scenes, manage to add another layer of enjoyment to this multi-storey game of Mind Twister.

VERDICT Richard Kelly's directorial debut is a remarkable accomplishment. Weirder than Pink Floyd, cooler than your first skateboard.

★★★★★ Natasha Aitken



UNFAITHFUL

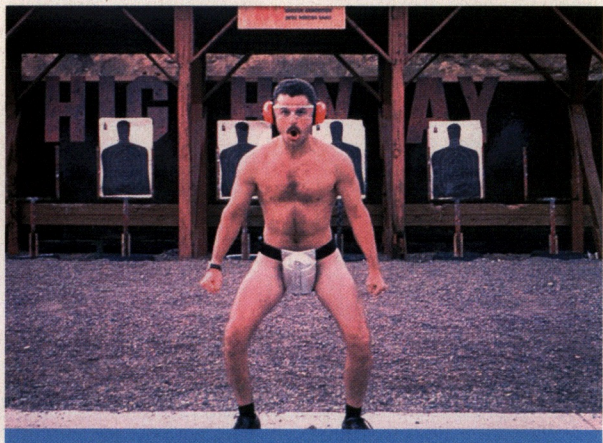
Starring Richard Gere **Director** Adrian Lyne **Year** 2002 **Price** £15.99 **Released** April 28

When you lie to the person you sleep with, bad stuff happens. If director Adrian Lyne's previous films hadn't already taught you this (see *Fatal Attraction*, *Indecent Proposal*), his latest no doubt will. Bored housewife Connie Sumner (Lane) is the bullshitter at the centre of *Unfaithful*, who begins humping a man with a thick French accent (Martinez) in soft-focus while repeatedly diverting the attention of her devoted husband Edward (Gere). Things get messy and then messier still when husband finds out that wife has fallen for the line "Do you have any French in you?" and resolves to end the affair. The only real point of interest here is that *Unfaithful* dares to suggest that sleeping around can be a good laugh, even if you have got a partner and a kid.

EXTRAS A surprisingly plump mound of background material includes an alternate ending, conversations with the three main players and a selection of director commentaries.

VERDICT Ideal if you're after nudity you can watch with your girlfriend.

★★★★★ Jon Brown



SUPER TROOPERS

Starring Steve Lemme **Director** Jay Chandrasekhar **Year** 2001 **Price** £17.99 **Released** April 21

This affable highway patrol farce begins in hot pursuit of the madcap genius of the *Blues Brothers* only to burn out without ever matching their *Saturday Night Live* lunacy. The second feature from Broken Lizard, *Super Troopers* gets its patchy, but occasionally very funny, mileage from a gang of wacky cops relieving boredom by playing endless pranks and generally acting out frat house antics. The plot has the group's fun come under threat from imminent station closure, while a drugs case heightens their rivalry with the local beat cops. Despite some mildly amusing visual gags and an above average roll-call of set pieces, *Troopers* never quite gets it right.

EXTRAS Six outtakes and deleted scenes, a five-minute featurette, an alternate ending a moderately detailed making-of documentary.

VERDICT As Roy Walker once said, "It's good, but it's not the right one."

★★★★★ Ash Parsons

beyond FILM

SHORT. CONCENTRATION.
SPAN? TROUBLE. DIGESTING.
INFORMATION. NOT. IN.
MOUTH. SIZED. CHUNKS?
THESE. ARE. FOR. YOU.



BUFFY THE VAMPIRE SLAYER: ONCE MORE WITH FEELING £15.99

Depending on your take of the whole 'novelty concept' TV episode thing, this is either Buffy's finest moment or a brave but tragically flawed mistake. Taking its cue from the equally unlikely *Xena: Warrior Princess* musical episode, *Once More With Feeling* is a bizarre, Broadway-tinged story of musical demon Sweet and his nefarious plan to make all of Sunnydale's residents spontaneously combust through the medium of over-enthusiastic tap-dancing routines. Trouble is, Buffy creator Joss Whedon's songs are too bland and uninspiring to make really good show tunes, the only notable gems being Buffy's *Going Through The Motions* and Xander and Anya's *I'll Never Tell*. Worth buying then? Not really. If you're a fan, get the season six box set instead, which not only includes this episode but also features the making of featurette as well.

★★★★★

WWE ARMAGEDDON 2002 £15.99

The cover contest here has pretty boy Shawn Michaels, who's rolled around with more men than Barrymore over the years, locking up with marble-faced consonant addict Triple H for the World Heavyweight Championship. In sports entertainment parlance, it's hellacious in the extreme. As is the supporting act, which has the Big Show squaring off against Kurt Angle, with guest appearances by Brock Lesner and Paul

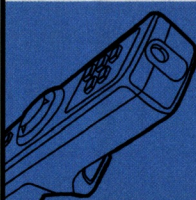
Heyman. The remaining bouts in no particular order: Kane takes on Batista, Edge stands in the path of the A-Train, Chris Jericho, Christian, Booker T, Goldust, The Dudley Boyz, Lance Storm and William Regal compete in a four-way elimination match for the World Tag Championship, and finally Trish Stratus, Victoria and Jacqueline enjoy a heated threesome. The trouble with these WWE retail releases is that by the time you eventually get your hands on them, 95% of the superstars featured are either pretend-dead, real-dead or retired. With this in mind, *Armageddon 2002* is one for the archivist only.

★★★★★

THE ANIMATRIX £15.99

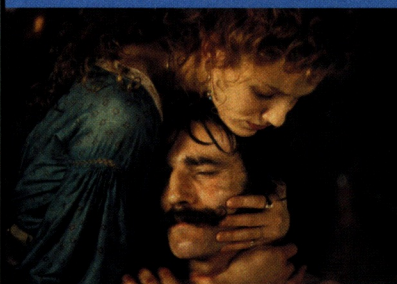
Presumably designed to fill the slight pause between *The Matrix Reloaded* and *The Matrix Revolutions*, *The Animatrix* is a compilation of nine mind-bending animated shorts overseen by the brothers Wachowski. Of the three actually penned by the co-directors, *The Second Renaissance* is the pick, detailing the downfall of man and the subsequent genesis of the Matrix. After that we move onto *Kid's Story*, wherein one lucky schoolboy attempts to escape the Matrix with the help of Keanu Reeves. The only slight letdown is *Program*, a more traditional cartoon adventure based around a Samurai training exercise. Even still, *The Animatrix* is a magnificent piece of big-budget prick-teasing.

★★★★★



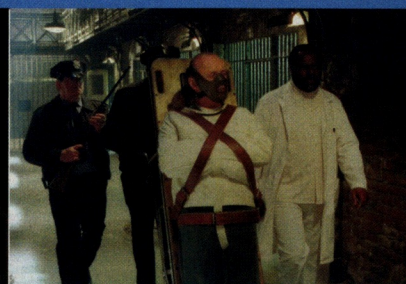
DVD EXTRAS

240 VOLTS OF THE LATEST DVD NEWS.



GANGS RELATED

In a bid to console Martin Scorsese fans after the recent Oscars disappointment, Miramax has announced the full extras list for the two-disc *Gangs of New York* set to be released later in the year. The DVD, currently PSW's most keenly anticipated release of 2003, will house a full director's commentary, a potted history of the Five Points region, an insight to the real gangs of New York, a video for the U2 track *The Hands that Built America* and mini-documentaries on both the set and costume design. The only drawback that we can see at present is that it looks as though the movie will be broken in half and split over both of the discs, similarly to *The Godfather Part Two*. We don't care. Just don't make us wait too long.



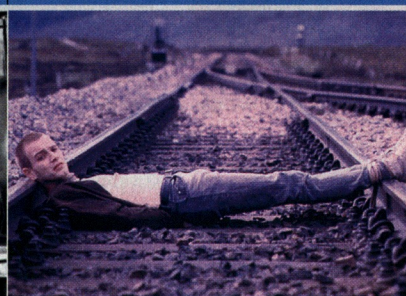
CHASING THE DRAGON

Red Dragon, the *Silence of the Lambs* prequel directed by *Rush Hour*'s Brett Ratner, is to be released this month in a two-disc set. Count on a director's commentary, extensive CD-rom extras and an in-depth interview with star Antony Hopkins, in which he talks about the evolution of his relationship with the character of Hannibal Lecter. Elsewhere, Ratner presents a video diary charting the making of the movie, early storyboards are compared with the final cut and a series of key scenes are rolled out and expanded. Interestingly, Universal has hinted that the disc will include a movie shot by Ratner during his student years. Should be worth a laugh. Check back with PSW for a full review of *Red Dragon* next month.



HITCHCOCK UP

What better way to celebrate the twenty-third anniversary of Alfred Hitchcock's death than by buying all his films again on a different format? Those interested in handing a sizeable financial contribution to the great man's estate should keep their eyes out for the *The Hitchcock Collection*, due to bow the shelves of your local DVD stockist any time... now. The 17 films include: *The Man Who Knew Too Much*, *The Birds*, *Foreign Correspondent*, *Mr & Mrs Smith*, *Suspicion*, *Saboteur*, *Shadow of Doubt*, *Rope*, *Rear Window*, *The Trouble with Harry*, *Psycho* [pictured], *Marnie*, *Torn Curtain*, *Frenzy*, *Shadow of a Doubt* and *Family Plot*. Each movie has been remastered and stuffed full of bonus material.



SPOTTER'S BADGE

An PSW informant so deep undercover he's forgotten his real name handed us a cigarette packet this month, on the back of which the full extras list for the upcoming *Trainspotting* special edition was scrawled. Not only will the DVD offer heroin fans their first chance to see the movie completely unedited, it will also feature a brand new retrospective bringing together director Danny Boyle and co-writer John Hodge. Elsewhere, urban cowboy and movie obsessive Mark Kermode analyses the film in his own inimitable style, a number of deleted scenes are woven back into the fabric of the film, and Irvine Welsh, author the original novel, offers his thoughts. Should be good.

BACK2BACK

ELVES, GANGSTERS AND STACEY KEIBLER'S BUM ALL COMBINE TO MAKE PSW THE MAGAZINE IT IS TODAY. WE RECOMMEND ISSUE 31: PSW WENT PORNO PINK AND INTRODUCED RICH MELVILLE TO THE WORLD.



ISSUE #30

Another info-packed Tips-tionary, the opening segment of an epic *Final Fantasy X* walkthrough, plus *Colin McRae 3* and *Tomb Raider* on the DVD.



ISSUE #31

Ooh! It's Stacey Keibler from the WWE! And look, there's the second part of the *Final Fantasy X* solution too! And *Devil May Cry 2* on the DVD!



ISSUE #32

A spellbinding and beard-free *Lord of the Rings* feature is joined by a massive *Freestyle* tips guide in the mag, and *Burnout 2* on the disc.



ISSUE #33

It's flying cars and twisted metal, with a walkthrough of *Stuntman* alongside *Lord of the Rings*, *WRC2* and *Bond* on the DVD.



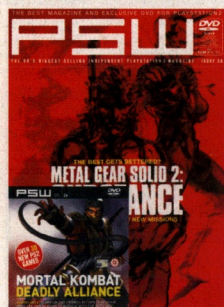
ISSUE #34

Massive *Onimusha 2* guide, first ever viewing of *GTA Vice City* on DVD, and a massive free poster featuring WWE stars and *Red Faction 2*.



ISSUE #35

Huge *Twin Caliber/28 Days Later* poster, in-depth guides to *Red Faction 2* and *Time-Splitters 2*, plus another packed PSW DVD!



ISSUE #36

The best fighting game ever made? Find out on the DVD with exclusive footage of *Mortal Kombat*. We've also an in-depth look at *MGS 2*.



ISSUE #37

A massive first look at the disturbed *Silent Hill 3* is bodybagged in the mag and on the DVD, alongside our essential *GTA Vice City* guide.



ISSUE #38

We take an exclusive look at *Driver 3*, *Splinter Cell*, *Virtua Fighter 4 Evolution* and *Mace Griffin*, plus there's *Devil May Cry 2* on the DVD!



ISSUE #39

Highlights include the exclusive review of *Devil May Cry 2*, new pics and info for *Silent Hill 3*, and amazing DVD footage of *Resident Evil Online*!



ISSUE #40

Will *Soul Calibur 2* be the best thing since sliced Marmite? Our exclusive preview is joined by the equally massive *Enter The Matrix* on the DVD.



ISSUE #41

The Hulk is exclusively unveiled and PSW unleashes the first ever footage of *Destruction Derby Arenas* and *Onimusha 3*!

Just phone our hotline now on **01858 438825**, or send a cheque for the correct amount made payable to Computec Media, to the following address. Be sure to include details of which back issues you require. PSW SUBSCRIPTIONS, TOWER HOUSE, SOVEREIGN PARK, MARKET HARBOROUGH, LEICESTERSHIRE, LE16 9EF.

£6
EACH INC. POST

SORRY!

Due to popular demand, issues 1, 4, 5, 6, 7, 9 and 10 are completely sold out. So let that be a lesson to you. Order your back issues now! DVD with issues 11 onwards.

THEY'RE GOING FAST! – CALL 01858 438825

JOURNAL'S END

A month in the life of your favourite PS2 magazine

Day 1 - Issue 42 gets off to the worst possible start when a routine Monday morning surveillance exercise alerts the staff to a couple over the road that are engaged in what Rich Melville excitedly describes as "an act of rambunctious fornication... With the curtains open!" A cry of "Code Pink" goes up and within seconds five saucer-eyed PSW operatives are glued to their barstools, popcorn bucket in one hand, hardening pocket lining in the other. The following hour is spent ogling in almost complete silence, the rhythm of heavy breathing only interrupted by repeated requests for Robins to put his hands "where our eyes can see them". At 11.07am the team become bored and return to work. All apart from Lee, who heads up to the forth floor alone, where the improved vantage point allows him a grandstand view of the long-awaited 'money shot'. He doesn't shut up about it for the rest of the day.



Day 6 - Huge waves of cheap deodorant roll over the office as Eye Toy fever takes hold. The "accident waiting to happen" finally happens when Mark knocks over a cup of coffee during a game Kung Foo. The team bursts into a round of spontaneous laughter for precisely 8.4 seconds, after which an email from management promptly arrives informing all five that their spontaneous laughter quotient for the day has expired. They grumble for precisely 2.4 seconds before resuming their daily routine.

Day 9 - *Silent Hill 3* arrives. Everyone gathers round to watch Joff play it, until Mark sneezes and blows hot phlegm onto the neck of our heavily engrossed staff writer. "I was only trying to add to the atmosphere," protests Mark. "You're filthy and a gypsy," replies Joff.

Day 13 - Jon ventures into the girls' toilet. He returns with exotic stories of a strange wall-mounted device known as a Water Bunnie, apparently designed for the disposal of sanitary towels. Unsure as to whether or not he's just experienced an "erotic flashpoint", Mr Brown attempts to engage the team in a frank discussion as to the "arousal rating" of a soiled tampon. No-one listens.

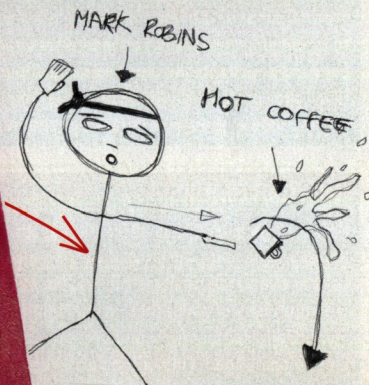
Day 18 - *Soul Calibur 2* floats into the office in the hands of an over-excited PR girl. "You look like you go both ways." she tells Rich Melville cryptically before disappearing into the hazy Harrow afternoon.

Day 24 - Lee announces that there's a business trip to LA on offer. With both Mark and Jon keen to escape the donkey sanctuary-stench of PSW towers, Nutter spies an opportunity to simultaneously reduce team morale while increasing the sense of his overall power. He thus decrees Caesar-style that the two must engage in a game of *Pro Evolution 2* to decide who goes to rollerskate with the hookers, and who stays to pluck eyebrows with the fishwives. Mr Brown emerges victorious, only to have his gloating cut off by the news that he's flying Kuwaiti Airlines, and that the chances of him returning are slimmer than the fingernails of a Russian gymnast.

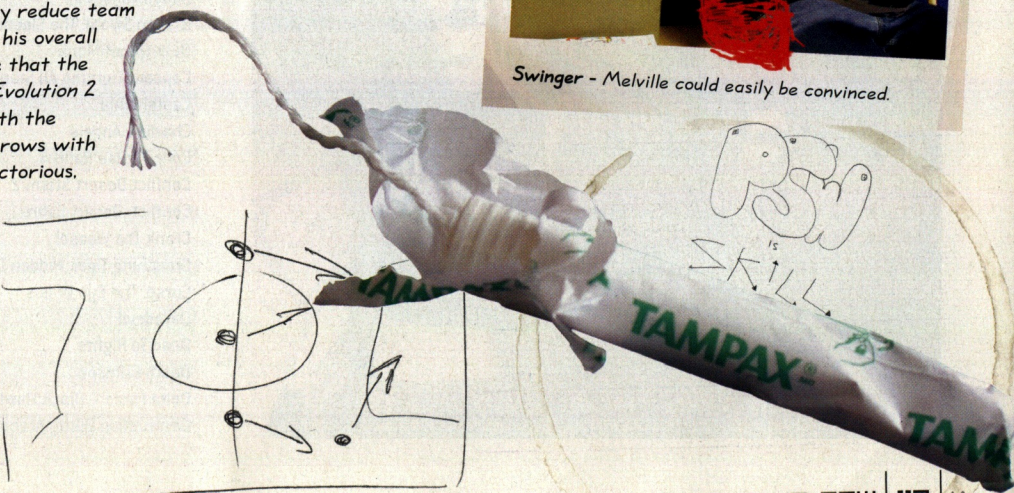
Day 30 - It's all over bar the the printing. The PSW team head home to think about issue 43. Oh Christ.



"Superb balance!" - Judge Joff looks for technical and artistic merit.



Swinger - Melville could easily be convinced.



FORWARD PLANNER

IT'S THE ONE-STOP SHOP FOR ALL YOUR PS2 FORWARD PLANNING NEEDS. SHOULD YOU HAVE ANY THAT IS.

EVIL DEAD: A FISTFUL OF BOOMSTICK >>

The first attempt at an *Evil Dead* game may have been a spectacular failure, but when this sequel offers 'full dismemberment of enemies' as a gameplay feature, we're more than happy to forget any previous shortcomings. Featuring the voice of original star Bruce Campbell, fans are in for a treat.



ZONE OF THE ENDERS: 2ND RUNNER >>

We were all set to bring you the review of Hideo 'Metal Gear Solid' Kojima's latest big release, but due to a worrying conjunction between Venus and Pluto (and a delayed release date) we've had to pull it. Still, take comfort from the definite September release date and our PSW guarantee that it rocks.



INDYCAR SERIES >>

Now that Formula One is all exciting again *IndyCar Series* will have its work cut out trying to convince us that oval track racing is the way forwards. Still, with promises of super-fast racing action and 'genetically engineered' computer drivers we might just be persuaded. Find out in our review next issue.



TOMB RAIDER: ANGEL OF DARKNESS >>

Oh dear. Could it be that the release date of Lara Croft's first PlayStation2 adventure has slipped again? We've given up trying to predict when this one is going to be out. Everybody laughed when our hapless dep ed Melville pulled 'November 2003' out of the office sweepstakes hat, but maybe that wasn't such a bad piece of luck after all. The official release date is still June, but we'd wager a bag of Wotsits that it won't make it.



MAY	GENRE	PUBLISHER
Armored Core 3	Shooting	Metro 3D
Black & Bruised	Fighting	Vivendi
Club Football	Sports	Codemasters
Dancing Stage MegaMix	Dancing	Konami
Def Jam Vendetta	Fighting	EA
Enter The Matrix	Action adventure	Infogrames
F1 Career Challenge	Racing	EA
NBA Street Vol 2	Sports	EA
Pro Beach Soccer	Sports	Wanadoo
Return To Castle Wolfenstein	Shooting	Activision
Run Like Hell	Action adventure	Interplay
Rygar	Action adventure	Wanadoo
Shinobi	Action adventure	Sony
Silent Hill 3	Action adventure	Konami
SOCOM: US Navy Seals	Shooting	Sony
Speed Kings	Racing	Acclaim
World Championship Snooker 2003	Sports	Codemasters

JUNE	GENRE	PUBLISHER
Batman: Dark Tomorrow	Fighting	Kemco
Cy Girls	Action adventure	Konami
Dark Cloud 2: Dark Chronicle	Action adventure	Sony
Die Hard: Vendetta	Shooting	Vivendi
Dungeons & Dragons: Heroes	Adventure	Infogrames
Dynasty Warriors 4	Fighting	Koei
>> Evil Dead: A Fistful of Boomstick	Action adventure	THQ
Futurama	Platform	SCI
Godzilla	Fighting	Infogrames
Indiana Jones and the Emperor's Tomb	Action adventure	LucasArts
Kaan	Fighting	DreamCatcher
>> IndyCar Series	Racing	Codemasters
Reel Fishing 3	Sports	Ubi Soft
Starsky & Hutch	Racing	THQ
Tribes: Aerial Assault	Shooting	Vivendi
The Hulk	Action adventure	Vivendi
True Crime: Streets of LA	Action adventure	Activision
Wakeboarding Unleashed feat. S Murray	Sports	Activision
Yu-Gi-Oh!	Strategy	Konami

JULY	GENRE	PUBLISHER
Alter Echo	Action adventure	THQ
Dragon's Lair 3D	Action adventure	THQ
Everybody's Golf 3	Sports	Sony
Pac-Man Fever	Action	Sony
Racing Simulation 3	Racing	Ubi Soft
Resident Evil: Dead Aim	Shooting	Capcom

2003	GENRE	PUBLISHER
A Sound Of Thunder	Action adventure	BAM!
Alias	Action adventure	Acclaim
Aliens Vs Predator: Extinction	Strategy	EA
ATV: Off Road Fury 2	Racing	Sony
Backyard Wrestling	Fighting	Eidos
Bad Boys 2	Action adventure	Empire
Baldur's Gate: Dark Alliance 2	Adventure	Interplay
Beach Volleyball	Sports	Acclaim
Broken Sword: The Sleeping Dragon	Adventure	Revolution
Bulletproof Monk	Action adventure	Empire
Capcom Fighting All Stars	Fighting	Capcom
Castelvania	Action adventure	Konami
Charlie's Angels	Action adventure	Ubi Soft
Colin McRae Rally 4	Racing	Codemasters
Conflict: Desert Storm 2	Shooting	SCI
Conflict: Desert Sabre	Action adventure	SCI
Crank The Weasel	Platform	Midway
Crouching Tiger, Hidden Dragon	Fighting	Ubi Soft
Curse: The Eye Of Isis	Action adventure	Wanadoo
Daredevil	Action adventure	THQ
Dead To Rights	Action adventure	Sony
Death Crimson	Shooting	Sammy
Delta Force - Black Hawk Down	Shooting	Novalogic
Destruction Derby Arenas	Racing	Sony

2003	GENRE	PUBLISHER
Deus Ex 2: Invisible War	Shooting	Eidos
Doomsday Rescue	Racing	Midway
Driver 3	Racing	Infogrames
Evolution Snowcross	Sports	Konami
Face Off	Adventure	Cryo
Falcone: Into The Maelstrom	Shooting	Virgin
Fallout: Brotherhood Of Steel	Action adventure	Interplay
Final Fantasy X-2	Adventure	Sony
Final Fantasy XI Online	Adventure	Sony
Finding Nemo	Action adventure	THQ
Fire Warrior	Shooting	THQ
Four Horsemen Of The Apocalypse	Fighting	3DO
Freaky Flyers	Racing	Midway
Freedom: Battle For Liberty Island	Action adventure	EA
Freestyle: MetalX	Sports	Midway
Full Throttle 2	Adventure	Activision
Ghost Master	Strategy	Empire
Gladiator: The Crimson Reign	Action adventure	Midway
Gladius	Action adventure	LucasArts
Good Cop Bad Cop	Adventure	Revolution
Gremlins	Platform	LSP
Groove Rider	Racing	Acclaim
Hardware	Shooting	Sony
Hugo - Bukkazoom	Racing	ITE Media
Hunter: The Reckoning - Wayward	Action adventure	Vivendi
Isle Of Man TT	Racing	Jester
Jacked	Racing	3DO
Judge Dredd Vs Judge Death	Shooting	Vivendi
K-1 World Grand Prix	Racing	Konami
Medal Of Honor: Rising Sun	Shooting	EA
Monster Rancher 3	Strategy	Tecmo
NBA Jam 2004	Sports	Acclaim
Parappa The Rapper 3	Action	Sony
Pitfall Harry	Platform	Activision
Pro Evolution Soccer 3	Sports	Konami
Raging Blades	Fighting	Wanadoo
Rainbow Six: Raven Shield	Shooting	Ubi Soft
Rayman Arena	Platform	Ubi Soft
Red Dead Revolver	Shooting	Capcom
Ridge Racer 6	Racing	Sony
RTX: Red Rock	Action adventure	Activision
Shaun Palmer's Pro Snowboarder 2	Sports	Activision
Smash Cars Racing	Racing	Metro 3D
Soul Calibur 2	Fighting	EA
Sphinx	Platform	THQ
Splashdown 2	Racing	THQ
SSX 3	Sports	EA
Star Trek: Shattered Universe	Shooting	TDK
Starcraft: Ghost	Action adventure	Vivendi
Street Racer	Racing	Wanadoo
Street Racing Syndicate	Racing	3DO
SX Superstar	Racing	Acclaim
Tak And The Power Of Ju Ju	Platform	THQ
Tiger Woods PGA Tour 2004	Sports	EA
The Great Escape	Action adventure	SCi
The Italian Job	Action adventure	Eidos
The King Of Route 66	Racing	Sega
The Settlers	Strategy	Ubi Soft
The X-Files: Resist Or Serve	Action adventure	Vivendi
Thorgal - Odin's Curse	Action adventure	DreamCatcher
TOCA Race Driver 2	Racing	Codemasters
>> Tomb Raider: Angel Of Darkness	Action adventure	Eidos
Ultimate Saga	Adventure	Sony
Urban Freestyle Soccer	Sports	Acclaim
Voodoo Islands	Shooting	Koch
Wallace And Grommit	Platform	BAM!
Worms 3	Strategy	Activision
Wrath	Shooting	LucasArts
Xenosaga	Adventure	Sony
XGRA	Racing	Acclaim
XIII	Shooting	Ubi Soft
>> Zone Of The Enders: 2nd Runner	Shooting	Konami

PS2 TOP 10

MY, HAVEN'T WE BEEN BUYING A LOT OF GAMES LATELY?

	1 THE GETAWAY It's back to the top for the controversy-baiting <i>The Getaway</i> . ■ 1 player ■ Reviewed Issue #37	PSW 7
	2 GRAND THEFT AUTO VICE CITY Hot contender for The Best Game Ever and still selling strongly. ■ 1 player ■ Reviewed Issue #36	PSW 10
	3 TENCHU: WRATH OF HEAVEN Slash-happy ninja frolics for fans of black pyjamas everywhere. ■ 1-2 players ■ Reviewed Issue #40	PSW 8
	4 THE SIMS It's the most girl-friendly game ever, and that means massive sales. ■ 1-2 players ■ Reviewed Issue #38	PSW 7
	5 RAYMAN 3: HOODLUM HAVOC Another solid platform outing from the limbless French freak. ■ 1 player ■ Reviewed Issue #40	PSW 8
	6 MORTAL KOMBAT: DEADLY ALLIANCE Brutally violent, but thoroughly entertaining with it. Nice. ■ 1-2 players ■ Reviewed Issue #38	PSW 8
	7 FIFA FOOTBALL 2003 Look, it's not as good as PES2! How many times! Oh, why do we bother? ■ 1-6 players ■ Reviewed Issue #35	PSW 7
	8 KINGDOM HEARTS Is it a Disney game? Is it a <i>Final Fantasy</i> game? No! It's both, incredibly. ■ 1 player ■ Reviewed Issue #35	PSW 8
	9 RATCHET & CLANK Beautiful to look at, brilliant to play. A sheer platforming delight. ■ 1 player ■ Reviewed Issue #35	PSW 9
	10 TIGER WOODS PGA TOUR 2003 The best golf game released on any console ever and that's a fact. ■ 1-4 players ■ Reviewed Issue #36	PSW 9

WHERE ARE THEY NOW?

THEY'VE DISAPPEARED FASTER THAN MAN UNITED'S CHANCES OF WINNING THE DOUBLE.

PRO EVOLUTION SOCCER 3 >> The thought of *PES3* being playable online sent us into Lua Lua-style flips of joy, but what else can we expect from the best football game ever? Well the word is developer KCET



has been busy redesigning things from scratch and that means new graphics and loads of new features to look forwards to. But will it still be the best thing ever? Find out this winter.

ATV: OFF ROAD FURY 2 >> We loved the multiplayer antics of the original, but the much anticipated sequel has been dragging its heels of late, especially considering it's been out in the States since last November. That's because Sony's been busy squeezing all the online options into a proper UK version of the game and the good news is it should be out by Summer.

PARRAPA THE RAPPER 3 >> We've had the third outing for everybody's favourite lyrical gangsta down on the Forward Planner list for some time now, but the truth is that without any official word from Sony yet it's likely that a new *Parappa* game could be wishful thinking on our part. Perhaps we could start a petition and demand Sony gets to work on it? Come on folks, show of hands now, who's with us? One, two, three... Yep, three it is then.



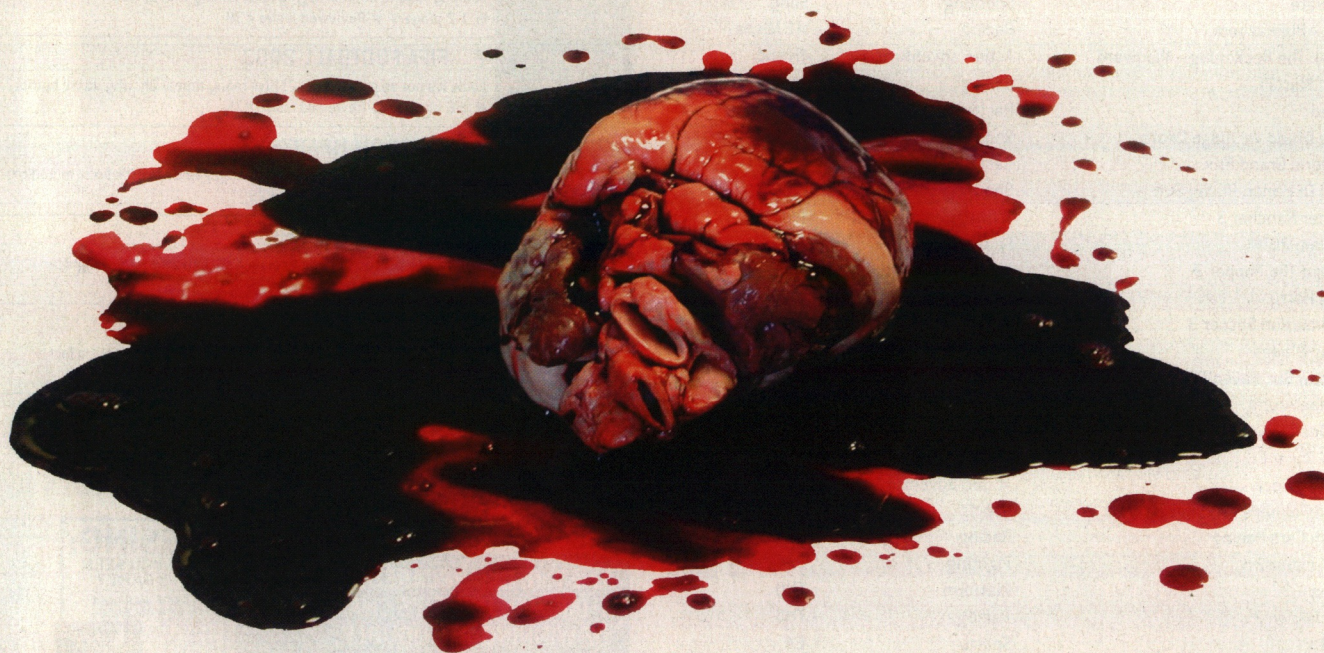
MISSING: HAVE YOU SEEN THIS GAME?
THIS GAME WAS LAST SEEN ON A RELEASE SCHEDULE EARLY LAST YEAR. ITS EXACT LOCATION IS CURRENTLY UNKNOWN.
IF YOU HAVE ANY INFO PLEASE DO NOT HESITATE IN CONTACTING US. CONTACT: PAV ON 020 8555 5445

NUTRITION INFORMATION
Typical values per 100ml
Energy 183.3 kJ kcal
Protein 43.0 g
Carbohydrate 9.0 g
Fat 4.3 g
Salt 1.2 g
Calcium 120.0 mg
*15% recommended daily allowance

GROUP TEST

SURVIVAL HORROR GAMES

RESIDENT EVIL CODE: VERONICA X, SILENT HILL 3 AND THE THING. THREE TERRIFYING SURVIVAL HORROR TITLES, BUT WHICH ONE WEARS THE CROWN MADE OUT OF BABY'S LEGS?



SILENT HILL 3

REVIEWED IN ISSUE 42

Original Quote: "Stunning looks and mindbending plot mean this is something of a PS2 classic."



RESIDENT EVIL CODE: VERONICA X

REVIEWED IN ISSUE 20

Original Quote: "You simply mustn't miss out on this, the best version of the best *Res Evil* yet."



THE THING

REVIEWED IN ISSUE 33

Original Quote: "Successfully captures the tense atmosphere of the film. Mmm, paranoia."



QUESTION – AT WHAT POINT DID GAMERS

turn round and say: "All this frenetic shooting, sports and platform action... quite nice... but when are we going to be able to run around as bewildered, defenceless women in a world gone mad?" No wonder survival horror games are a bit of an odd bunch, but it's your right – no, it's your duty as a gamer to know which is best. Because these games will drag you in and won't let you go 'til you've completed them. When you do escape, you'll commonly find that seasons have changed, girlfriends have departed for so-called 'real men' and beards have grown to hobo lengths. We don't want you to have wasted that time. Which is why we're going to tell you which is best. There's no *Devil May Cry* in here, because that's just a posh gothic action game.

No *Onimusha*, for similar reasons. We're just talking about the hardcore fear-mongers. The dangerous ones.

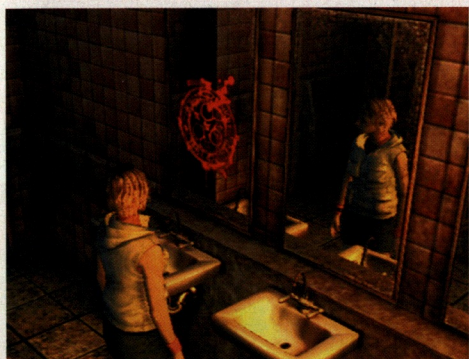
Look at these brutes slouching in the dark, growling and slobbering. There's *Resident Evil Code: Veronica X*, PS2's only 'proper' *Resident Evil* game. *Silent Hill 3*, the horrifying follow-up to one of the most disturbing titles ever. And *The Thing*, one of the few decent games bred from a movie. Three titles. One blood-stained prize. Now follow us into the dark places. Shh... hold our hand. Everything will be alright. Just keep telling yourself that....

"IT B'AIN'T REAL, JETHRO. TIS ONLY MAKE-BELIEVE ON YONDER TELLY-VISION SCREEN!"

First things first. It's not hard to work out which of these games looks the best, but we're going to do it for you

anyway. It's *Silent Hill 3*, simply because it cares about how things feel, not just how things look. Shiny things shine. Dull things don't. And damp, squidgy, throbbing things look all too real for comfort. It's as if you can reach into the screen, touch an unpleasantly warm, damp surface, and emerge with a finger dripping with gore. We don't even need to mention the eerily well-produced cut-scenes or the stunning animation to award it with this prestigious accolade.

Resident Evil Code: Veronica X is well-scrubbed, sure. It's the by far cleanest-looking of the three. But the fact is, it's a Dreamcast game that's been transferred to PS2 with the minimum amount of improvement – thank the Lord that the original game was a bit of a looker in the first place. It's *The Thing* that loses out here, with a ton of PS2-



PURTY LADY Everything in the *Hill* just looks so real. We know it's not...



LOVE THING This sort of horrific transformation gives *The Thing* the edge.



DOG'S BREAKFAST *Silent Hill 3* doesn't stint on the grossness one bit.

/ SHAMBLING THINGS WITH LONG ARMS – WE STOPPED BEING SCARED BY THAT SORT OF THING WHEN WE GOT OUR FIRST PAIR OF LONG TROUSERS /

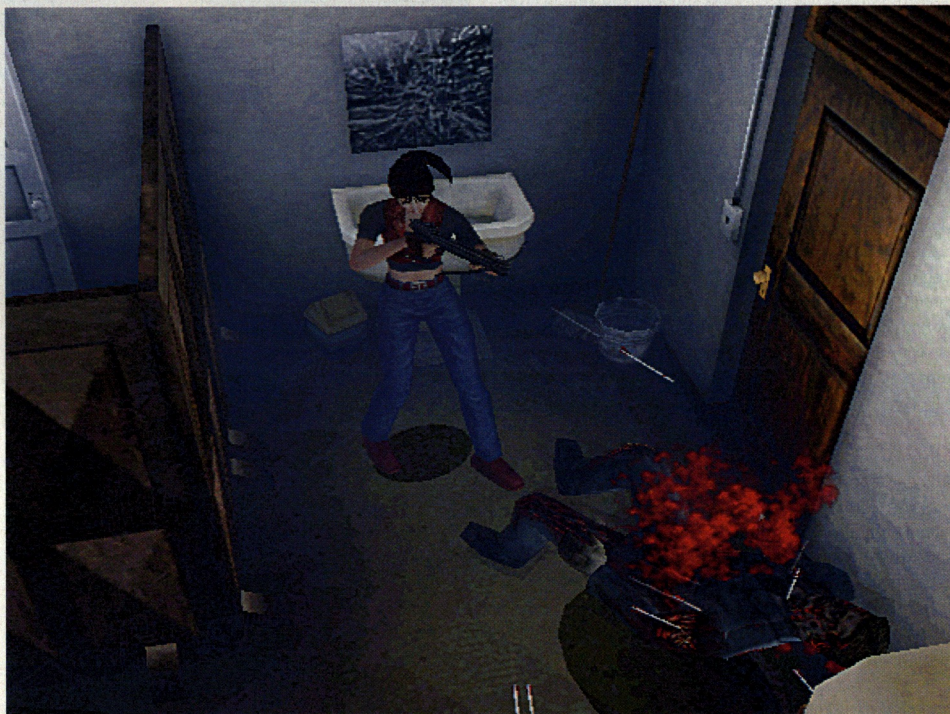
specific woes like muddy textures, simplistic character models and relatively empty rooms. Could be something to do with its emphasis on action, maybe. But whatever the reason, it's a game with looks that only a mother could possibly love.

"I THINK I'M GOING TO BE SICK... WAIT, I'M FINE. OHHHHH – BLEARGH! (SPLAT)".

There's no point in making a survival horror game unless you're going for the gross-out factor. *The Thing*'s on top form here. In terms of elderly relation-scaring splatter, it's miles ahead of the other two. What other game sports human heads on spider legs, friends who burst into bloody, stumped monsters, all topped off with buckets of digital puke?

Mind you, *Silent Hill 3* is chock-full of sick little monsters shambling all over the place, but less actual exploding flesh-gibbets. The difference lies in the quality of the gore. Flayed wounds and pale, sticky skin. Melty nurses and many, many dead or dying bodies hung up on meathooks. Methodical murder. Oh dear. It's so hard to choose between these two paragons of beastly slaughter.

So *Resident Evil Code: Veronica* is left looking decidedly tired. Plain old dead people don't impress us any more. Nameless, shambling things with long, rubbery arms – we stopped being scared by that sort of thing the same week we got our first pair of long trousers. Compared with the flesh-bending antics of our other two contestants, *Veronica X* looks about as scary as a Finnish Eurovision Song Contest entrant. Maybe less so, now we



RAWHEAD REX *The Thing* has a more action-movie feel. Blast him, er, it! >

BEST BITS



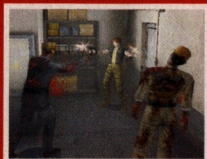
SILENT HILL 3

Meeting Claudia for the first time. Ooh, she eerie. She super eerie. And she's a Brit as well. Big up the Goth massive.



THE THING

Your friend takes the test... Oh God no – he's turning into... OH SWEET JESUS! I CAN'T TAKE IT! RUN FOR YOUR LIFE!



RESIDENT EVIL CODE: VERONICA

Two zombies. Two guns. No problem: you just use both to take 'em out. Finally some innovation in the genre. We like.

WORST BITS



SILENT HILL 3

"The lock is broken. I can't open the door. The lock is broken. I can't open the door. The lock is broken. I can't" – AAAAARGH!



THE THING

There's times when you'll test your squad negative for the Thing virus. And then the plot kicks in and they turn anyway. Boo.



RESIDENT EVIL CODE: VERONICA

Turning. Slowly. On the spot. Like it's not that important. While zombies eat your insides. No, you take your time, love.

think about it. We're going to give the gore prize to *Silent Hill 3*, anyway. As long as we don't have to touch it.

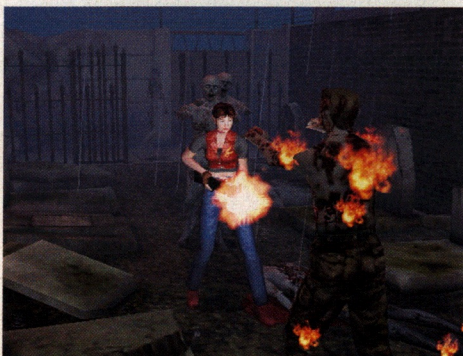
"OOH, I'M SO SCARED. SCARED I'M GOING TO BUMP INTO A WALL AGAIN. THERE. SEE?"

Even in survival horror – arguably the least gameplay-obsessed of all genres – it still matters whether you can actually enjoy playing the damn thing. Two of the games here – stand up, *Silent Hill 3* and *Resident Evil Code: Veronica X* – are guilty of turning-on-the-spot gameplay so antiquated it's virtually medieval. We don't know which one of them is worse: *Code: Veronica* for being so dated, or *Silent Hill 3* because it's more modern and should know better by now.

Tsk. Don't give us excuses. We know having limited control was originally designed to make you feel more vulnerable, less agile and more human – the equivalent of the horror movie heroine backing away slowly from the lumbering fiend, rather than hoofing it. But even humans don't rotate motionlessly round a central point like doner kebabs. At least *Silent Hill 3* has the option for 2D style play if you so choose. But both games should take pointers from *The Thing* – smugly sitting there with its free-roaming, action-based play and reassuringly over-the-shoulder camera. Does the atmosphere suffer without cinema-style camera angles? Nah, not really. It's the winner of the gameplay round. We're sure its mother's very proud.

"INSERT JEWEL A INTO STATUE B. YAWN. PROP EYES OPEN WITH MATCHSTICKS. NB: FIRST FIND MATCHSTICKS."

Just like zombies, survival horror games tend to a) move slowly and b) to be a lot like each other. Which of these titles dares to be most original? Well, *Silent Hill's* obviously the third game in its series, *Code: Veronica X* is approximately the ninetieth in the *Resident Evil* franchise and *The Thing* is based on a movie from the early eighties, itself based on a black and white monster movie from the fifties. New ideas? Pshaw. What's wrong with crusty old ones, eh? *Silent Hill 3* lets us down in this category. We admit we were hoping for something better



FLAMING VERONICA Nowadays, *Veronica X* has a slightly dated feel.



DEATH SQUAD *The Thing* is the only game where you'll have to defend your soldiers. And fail.

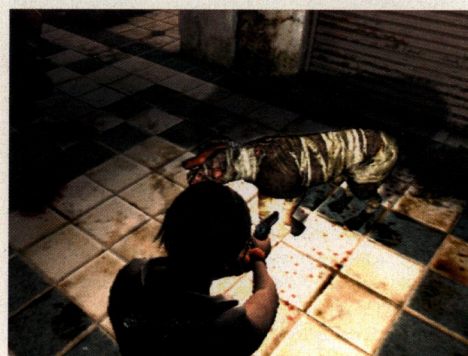
than the same old mix of puzzles and endless door-trying. Read the review on page 70 for more details, but it has left us a tad unhappy. Fortunately, just about everything else about the game is stunning.

Still, the prize for all-important originality has to go to *The Thing*, for adding dying of cold and shooting your recently-mutated friends into the horror equation. *Silent Hill 3* takes second place for effort, what with its unique emphasis on atmosphere at the expense of almost everything else, while *Code: Veronica X* can only regurgitate half-digested key-finding puzzle concepts from its predecessors, even if they are of generally good quality. You realise what this means? *The Thing* has got three awards in a row, ahead of the veteran and the new pretender. So, everybody – who the Thing? "You the Thing!" Word. Slightly disturbing though, isn't it?

"THREE YEARS OF THERAPY, AND I STILL CAN'T ENTER A FISHMONGER'S WITHOUT SCREAMING."

Now this is what survival horror is really all about. Not hackneyed plots, not beastie-slaying-with-ever-more-inappropriate utensils. Not even gore. Sheer bed-wetting creepiness is what we're on about. And the prize goes to... *Silent Hill 3*. Hahahaha. The others don't even come close. Oh, *Veronica* is scary in a sort of make-you-jump, down-home, old-fashioned sort of way, and *The Thing* has the whole 'atmosphere of creeping paranoia' thing going on, but only *Silent Hill 3* is going to hang around in your head.

Why? Because the other two games pit normality against twisted monsters. Only *Silent Hill 3* suggests that even reality is irredeemably screwed up. That the entire world is out to get you, and the scary thing about the monsters isn't that they'll rip your heart out (although they will do that as well) – it's that they exist in the world at all. Put it this way – in the other games, the walls don't bleed. And it's the only game of the bunch that dares to use babies and children as the foundation of its undead flesh-beasts. Sick? It should be named and shamed by the *Sun*, then locked in a padded cell and left to rot for all time. If not longer.



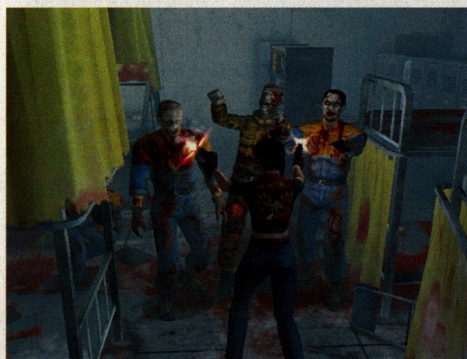
FRAG THE DOG Most beasts in *Silent Hill 3* make absolutely no sense.



GETTING A-HEAD Screaming skull things with legs, eh? *The Thing's* freaky.



BLOOD SIMPLE In *Code Veronica X*, everything's just a little bit plain.



DEAD AIM Traditional survival horror is perfected in *Code Veronica X*.

"...AND THEN THE GOOD LITTLE GIRL WENT HOME TO BED SAFELY. UNTIL A DEMON ATE HER STILL-BEATING HEART."

We like playing games to get a good story. Not often, because we're not that bearded, but just sometimes, when we finally tire of Rich's comedy monkey noises. The prize for best story is a tough one. *Silent Hill 3's* plot passeth all understanding. *The Thing* is more interested in simply scaring you senseless. So when it comes to quality of narrative, the winner is the underdog *Resident Evil Code: Veronica X*, simply because it has more twists than an epileptic snake in a barrel of pigs' tails. Instead of the handful of disposable characters in *The Thing*, or the almost-impenetrable conversations of *Silent Hill 3*, *Code: Veronica* gives us three playable characters, all of whom interact. There's drama. There's touching moments. Most importantly, there's Alicia and Alfred Ashford, the psycho enemy duo who serve up a combination of sick comic relief and utter terror. It's *Resident Evil* storytelling at its most captivating, and it deserves the award of best story. And no, we're not handing it out just so that *Code: Veronica* goes home with something. We're not that nice. We're not even slightly nice, in fact.

"PLEASE, END THIS HORROR! TELL ME WHICH GAME TO BUY WITH MY SHINY HARD-EARNED CASH!"

As usual in our group tests, it's all a matter of taste. Guts-out gore? *The Thing*. Mind-breaking oddness? *Silent Hill 3*. Decent, well-behaved quality gaming and a title to shame



WHO'S THE BOSS? The giant worm, that's who. But they're rare in *Silent Hill 3*.



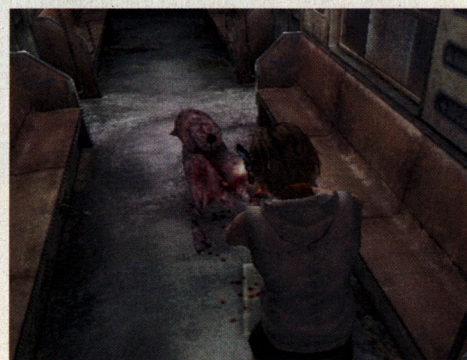
GET CLOSER *The Thing* may look more basic, but it's chock-full of drama.



DEVIL IN THE DETAILS Even a bookstore's sinister in *Silent Hill 3*. Brrrr.

the longest-named Welsh village? *Resident Evil Code: Veronica X*. And as is also usual, that isn't going to stop us from randomly selecting one wide-eyed contender from out of the crowd and shoving them into the spotlight. *Silent Hill 3* it is, even though it's not swept the board in terms of individual merits. It's not because it's the best-looking, or even the best-feeling (although it is). It's the winner because it's the game that believes in itself the most. The game that takes the longest to creep you out. The game that's thought it all through. The one you remember long after it's finished; the game that burns itself into your squishy brain. The game that whispers into

/ WHEN IT COMES TO QUALITY NARRATIVE, THE WINNER IS RESIDENT EVIL CODE: VERONICA X, SIMPLY BECAUSE IT HAS MORE TWISTS THAN AN EPILEPTIC SNAKE IN A BARREL OF PIGS' TAILS /



HIT HIM Remember in the *Hill*, a blood-puppy's for death not Christmas.

your ear "flesh is all you are... ripe for the killing". In short, the one that takes you into hell. Not that it affected us, ho no. Now if you'll excuse us, we're off to do the Lord's work. Burn all the infants, that's what the voices said. Heeheehee. Mother will be proud. Mother will be so proud!

/JOFF BROWN

OVERALL WINNER

SILENT HILL 3

It may not be the most original game, but *Silent Hill 3's* sheer quality has grabbed us by the dangly bits and made us squeal. Ouch.

1



2



3



4



UPGRADE

PRICIER THAN PS2. YOU'RE PAYING FOR THE LOGO. AND THE SILVER FINISH

1

25,000 BRITNEY SPEARS JPEGs

A portable hard drive in a box with a screen on. Movies, MP3s, pictures, hacked software – everything you've downloaded, ever. This could finally wipe out the monstrosity they call 'books'. Lose it and die.

- Media2Go £124
- Microsoft 0870 601 0100

2

"... AND SHE NEVER NOTICED!"

Blink, rub your eyes, and Nokia makes a new phone. This has a digital camera hidden round the back, ideal for the summer, what with mini skirts back in fashion again. Not that we're suggesting anything.

- Nokia 7250 £200 + contract
- Nokia 0870 055 5777

3

FREQUENCY ADORATION

A mini digital radio, the audio format of the future. This also receives FM radio and has a flash RAM card for MP3s, should the digital stations anger you. We can play the same nine songs every hour ourselves, you know.

- Adapt DR201 £249
- Personal Telecom www.perstel.com

4

"OK... NOW JUST TAKE YOUR TOP OFF"

An incredible 6.2 megapixel resolution, so you could tape it to a satellite and use it to take photos of blades of grass. Not the smallest, but see the quality. For the gentleman amateur. That's you, sir.

- Finepix F700 £184
- Fujifilm 0207 586 1477

5



6



7



8



5

HE DID AN OLLY, I SWEAR

Curse you if you buy this. Curse your entire swaddled existence, eking out your senseless half-life by wasting good money on a robot dog skateboard. There're kids dying out there, for Christ's sake.

■ Sony Aibo Speedboard £250
■ www.sony.co.uk

6

SAMBA OR BOSSANOVA SIR?

Finally, a keyboard which can actually make you sing in tune via some clever electronics and a mike. She'll definitely fancy you now when you force her to listen to your keyboard playing. We actually guarantee it. Loser.

■ Roland Discover 5 £1,300
■ www.roland.co.uk

7-8

PHONE LINE FROM OUTER SPACE

This is the Xelibri range, a whole new style of mobile from Siemens – possibly the first product aimed at children born near nuclear power stations with the extra fingers and bent hands to cope. It'll require a lot of effort to learn, but do you want to be part of the Nokia crowd for the rest of your life? Live to the max! Dare to be different! We're not forcing you though. We're not a soulless style mag. But if you don't buy one, we'll hate you and we'll tell all your friends you smelt of wee at school.

■ Xelibri £130 – £270
■ Siemens www.xelibri.com

DVD CONTENTS

PSW DELIVERS: ■ THE BIGGEST PS2 GAMES FIRST – GUARANTEED ■ RAZOR-SHARP, TOP-QUALITY FOOTAGE ■ MOVIES, MULTI-ANGLE AND PROFESSIONAL COMMENTARY
PSW DOES NOT: ■ MISLEAD YOU WITH FAKE EXCLUSIVES ■ USE PC AND XBOX GAME CLIPS – SHAMEFUL ■ MAKE YOU WATCH OUR UGLY FACES... VERY OFTEN ■ SUCK UP TO ANYONE!

COVER GAME

WORLD EXCLUSIVE!



THE HULK

THE ONLY SUPERHERO WHO HATES THE WORLD.

Hulk's a blast. It's a fenced-in, six-day, tickets-only Festival of Destruction. And you can drink your audiovisual fill from our oh-so-extensive footage. We got tank-fired rockets versus green fists. Soldiers slammed against walls like it's going out of fashion fast. Gamma beast versus gamma beast. If you want more, you're a sociopath. Take yourself down the cop shop. Cheers.



WORLD EXCLUSIVE
ONLY ON
PSW DVD

EXCLUSIVES

PSW EXCLUSIVE!



JAK II: RENEGADE

LIKE ANT AND DEC, IF ONE OF THEM LOOKED A BIT HUMAN.

It's meaner, darker and all those other words we reserve for sequels. To be honest, we couldn't care less as long as it's the same level of heart-melting platform wonderfulness as Jak and Daxter. Judging by this footage, we're in for an absolute treat. We're not convinced by Jak's green do, though. So 1998.

WORLD EXCLUSIVE!



ALIAS

TALK ABOUT YOUR HEROINE ADDICTION...

We're always wary of telly-to-game adaptations – step forward, Dark Angel, you absolute fool – but this is on another level. Check out our unique appetite-whetting mixture of footage from the hit TV show and in-game action right here. Special moves are looking special, and Jen Garner is looking pretty hot to boot.



SPECIAL FEATURES

EYETOY: PLAY

FORGET BIG BROTHER – THIS IS BETTER.

You simply have to see how camera peripheral Eyetoy works – it's a massive laugh. You can watch us play from two angles, no less, so we look twice as bad...

1 KUNG FOO

Watch us frown and shout at the camera as we bat off semi-imaginary foes! God, we look stupid. Send us home.

2 WISHI WASHI

When we're cleaning windows, it's a right laugh. Our picture-in-picture feature shows the mime behind the grime.



3 KEEP UPS

We head a football that isn't there into savage soccer-hating monkeys. And you lot wonder why we think Transformers: Armada is a documentary show.

4 ROCKET RUMBLE

Touch the rockets, then trigger them with a touch of the detonator. Or watch us flail in empty space if you so please - it's all part of the picture-in-picture service.

5 UFO JUGGLER

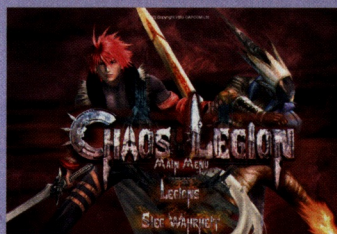
Watch us stroke the spaceships until they go all red and explode in our faces. Oooh, fancy. Look out for the evil ship that needs to be stroked to death! Um...



SOUL CALIBUR 2

MORE FIGHTS THAN CROYDON.

Want to know more about every single way to play the mash-up miracle that is Soul Calibur 2? It's all here in extreme detail, along with a selection of never-before seen fight footage. A must see.



CHAOS LEGION

WAR IS HELL, BUT THIS IS FUN.

Get the lowdown on the many different supernatural legions that accompany you through your hack 'n' slash quest in our unique footage. There's an exclusive profile of hero Sieg in here too.

PREVIEWS

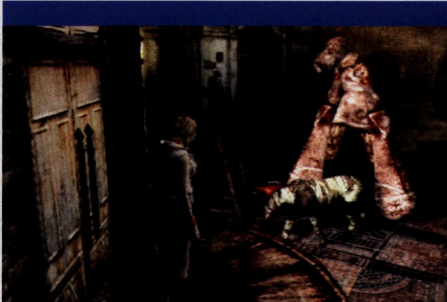


FIRE WARRIOR

READY, AIM, DESTROY THE HUMAN RACE.

This shooter set in the Warhammer 40,000 world is really going to turn some heads. We've got the first look anywhere at the guns, foes and frags right here.

REVIEWS



SILENT HILL 3

GIRLS JUST WANNA HAVE GUNS.

Find out just what we thought of the latest Silent Hill title, and witness some of its sticky horror for yourself. Bring a pair of fresh trousers, though.

MOVIEDROME



DONNIE DARKO

TIME-TRAVELLING BUNNY OF DEATH!

It's weird, it's wonderful, it's kind of like a cross between Buffy, Back to the Future and American Beauty. What they hey? See the trailer here.

DISK IN FULL

EXCLUSIVES>> The Hulk, Jak II: Renegade, Alias PREVIEWS>> Fire Warrior, Gladiator: Sword of Vengeance, Evil Dead: A Fistful of Boomstick, Ice Nine, Starcraft: Ghost

REVIEWS>> Silent Hill 3, SOCOM Navy SEALs, Dark Cloud 2, Dancing Stage Megamix, Armored Core 3, X-Men 2 Wolverine's Revenge, Black & Bruised, Blood Rayne, Smash Cars, Choplifter: Crisis Shield

SPECIAL FEATURES>> Eyetoy: Play, Soul Calibur 2, Chaos Legion IMPORTS>> Arc the Lad: Twilight of the Spirits

EXTRAS>> IndyCar Series Game and Live Footage, Play It Games Showreel, The Hobbit Trailer, Mace Griffin: Bounty Hunter Trailer SOLUTIONS>> Devil May Cry 2, X-Men 2 Wolverine's Revenge, The Getaway, GTA Vice City

MOVIEDROME>> Donnie Darko, Full Frontal, Bringing Down the House, Dark Angel Season 2 Featurette, Red Dragon, 28 Days Clips, Antwone Fisher, Brazil

ESSENTIAL 50

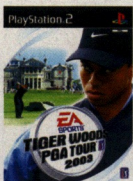
OH, WHAT TO BUY? CAN I HAVE ONE FROM THE TOP, TWO FROM THE NEXT ROW AND ANY OTHER FIVE PLEASE CAROL?



PRO EVOLUTION SOCCER 2
■ RATED: 10/10
■ ISSUE: PSW #35
Officially the best thing ever. No other footy game even comes close.



TIME SPLITTERS 2
■ RATED: 9/10
■ ISSUE: PSW #34
Still the king of multiplayer shooting, now with a quality single-player adventure.



TIGER WOODS PGA TOUR 2003
■ RATED: 9/10
■ ISSUE: PSW #36
Slick controls and great animation make this the best of its kind... ever!



HITMAN 2: SILENT ASSASSIN
■ RATED: 9/10
■ ISSUE: PSW #34
Absorbing shooter that requires thoughtful planning and balls of steel.



DEAD OR ALIVE 2
■ RATED: 9/10
■ ISSUE: PSW #12
Visually astounding kung-fu kickery. It's still the best F1 game thanks to its beautiful handling.



FORMULA ONE 2002
■ RATED: 9/10
■ ISSUE: PSW #36
A bit late for the 2002 season, but still the best F1 game thanks to its beautiful handling.



GRAN TURISMO 3
■ RATED: 10/10
■ ISSUE: PSW #17
Everything you could possibly want from a driving game on one shiny disc. Remarkable.



MUSIC 3000
■ RATED: 9/10
■ ISSUE: PSW #41
The Music Generator series grows up with a very impressive package. One for DJs everywhere.



CRAZY TAXI
■ RATED: 9/10
■ ISSUE: PSW #17
Superb conversion of the high-octane arcade game, packed full of extras for PS2 owners.



RESIDENT EVIL CODE: VERONICA X
■ RATED: 9/10
■ ISSUE: PSW #20
The biggest and best *Resi Evil* to date, but it's just a tad formulaic.



ONIMUSHA 2
■ RATED: 8/10
■ ISSUE: PSW #33
This gap used to contain *Onimusha*. Now it contains *Onimusha 2*. That's how mags work.



BURNOUT 2
■ RATED: 10/10
■ ISSUE: PSW #34
Nothing gets the adrenaline pumping quite like a game of *Burnout 2*. The best arcade racer ever.



JAMES BOND 007 IN... NIGHTFIRE
■ RATED: 8/10
■ ISSUE: PSW #36
New missions, more girls, same rubbish driving sections and a great Bond story.



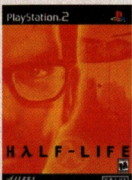
WIPEOUT FUSION
■ RATED: 8/10
■ ISSUE: PSW #25
More of the same from the latest *Wipeout*, but when it's this good, why bother changing it?



WRCII EXTREME
■ RATED: 9/10
■ ISSUE: PSW #35
At last, PS2 has a rally game to be proud of. Stunning, realistic looks and exhilarating speed.



SSX TRICKY
■ RATED: 9/10
■ ISSUE: PSW #23
So updated it's practically brand new – spectacular, colourful and undeniably hip.



HALF-LIFE
■ RATED: 8/10
■ ISSUE: PSW #23
Still the best PC game ever, and a stonker on PS2. You haven't lived until you've played it.



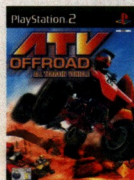
NBA STREET VOL. 2
■ RATED: 9/10
■ ISSUE: PSW #41
The best basketball game ever just got better! Even if you hate the sport, it's still a joy to play.



SPLINTER CELL
■ RATED: 8/10
■ ISSUE: PSW #40
Not quite as visually stunning as we were expecting, but Sam is still a fine alternative to Snake.



MAT HOFFMAN'S PRO BMX 2
■ RATED: 8/10
■ ISSUE: PSW #33
Better looking with more multiplayer games but still not a *Tony Hawk* beater.



ATV: OFF-ROAD FURY
■ RATED: 10/10
■ ISSUE: PSW #20
Thoroughly entertaining off-road racer, best played with mates.



LORD OF THE RINGS: THE TWO TOWERS
■ RATED: 8/10
■ ISSUE: PSW #35
Spectacular massed battles, cunning boss fights and astounding looks.



COLIN MCRÆ RALLY 3
■ RATED: 9/10
■ ISSUE: PSW #35
Not as gorgeous as *WRCII Extreme* but still a top notch rally experience.



MGS2 SUBSTANCE
■ RATED: 9/10
■ ISSUE: PSW #39
Same as the last game but without the boring bits. Only worth getting if you don't have *MGS2*.



RED FACTION 2
■ RATED: 9/10
■ ISSUE: PSW #34
Terrific single-player shooter with the innovative geo-mod now genuinely playing a key role.



SMASH COURT PRO TOURNAMENT
■ RATED: 8/10
■ ISSUE: PSW #29
The best PS2 racket game after *Virtua Tennis 2*. And it's got Kourmikov in it!



ICO
■ RATED: 8/10
■ ISSUE: PSW #27
Chilled out adventure that challenges and puzzles without any need for violence.



PRIMAL
■ RATED: 9/10
■ ISSUE: PSW #39
Lara, you now have some serious competition – this is the best game of its type on PS2.



MEDAL OF HONOR
■ RATED: 10/10
■ ISSUE: PSW #30
It's like reliving *Saving Private Ryan* from the soldier's view. The PS2's best shooter by miles.



JAK AND DAXTER
■ RATED: 9/10
■ ISSUE: PSW #25
An absolutely huge world to explore in the PS2's classiest platformer. Pure gaming escapism.



DEVIL MAY CRY
■ RATED: 8/10
■ ISSUE: PSW #22
Astounding to watch and a blast to play. But *boo* to the big-bordered UK conversion.



SILENT HILL 2
■ RATED: 9/10
■ ISSUE: PSW #21
Disturbing, gory, unnerving, chilling, menacing, offensive... and all the better for it.



TEKKEN 4
■ RATED: 9/10
■ ISSUE: PSW #33
The sexiest, coolest, fastest and three-dimensional-est *Tekken* yet. We love it. As should you.



VIRTUA FIGHTER 4: EVOLUTION
■ RATED: 9/10
■ ISSUE: PSW #41
Virtua Fighter 4 gets a makeover in this fast, slick and absorbing update.



FINAL FANTASY X
■ RATED: 9/10
■ ISSUE: PSW #29
The best *Fantasy* yet. Stunning looks and the tale isn't insultingly twee. Truly captivating.



LMA MANAGER 2003
■ RATED: 9/10
■ ISSUE: PSW #35
Comprehensive, up-to-date, easy to navigate, totally engrossing and – shock – pretty, too.



RATCHET & CLANK
■ RATED: 9/10
■ ISSUE: PSW #35
Don't be put off by its kiddo looks. Combat is the key in this beautiful platforming romp.



SHAUN PALMER SNOWBOARDING
■ RATED: 8/10
■ ISSUE: PSW #23
Great two-player and a more trick-based ride than *SSX*, it's a real cracker.



MAXIMO: GHOSTS TO GLORY
■ RATED: 9/10
■ ISSUE: PSW #26
Stylish platformer with plenty of hack 'n' slash swordery. Top UK version, too.



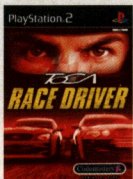
GRAND THEFT AUTO VICE CITY
■ RATED: 10/10
■ ISSUE: PSW #36
Bigger and better than *GTAS* in every respect, *Vice City* is simply essential.



SPACE CHANNEL 5
■ RATED: 8/10
■ ISSUE: PSW #27
Catchy tunes and gorgeous visuals make this pure rhythmic button-pressing nirvana.



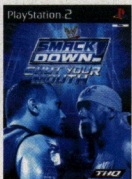
ACE COMBAT 4: DISTANT THUNDER
■ RATED: 8/10
■ ISSUE: PSW #25
Exhilarating aerial combat. This is *Top Gun* in everything but name.



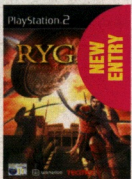
TOCA RACE DRIVER
■ RATED: 9/10
■ ISSUE: PSW #32
The most fiercely competitive racing game on PS2. It's like *GT3* without any of the boring bits.



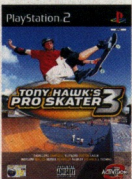
DEF JAM VENDETTA
■ RATED: 9/10
■ ISSUE: PSW #40
It's hip-hop arm breaks and beatings aplenty in this over-the-top yet excellent wrestling fest.



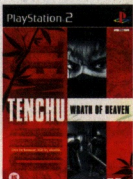
WWE SMACKDOWN! SHUT YOUR MOUTH
■ RATED: 9/10
■ ISSUE: PSW #35
PS2 wrestling has been done justice at last. Up to date and terrific fun.



RYGAR
■ RATED: 8/10
■ ISSUE: PSW #41
Sword and sandals aplenty in enjoyable update of the classic 80s arcade game. Remember that?



TONY HAWK'S PRO SKATER 3
■ RATED: 9/10
■ ISSUE: PSW #23
Fast, hard to master and full of beauty. Excellent replay value. Get it now.



TENCHU: WRATH OF HEAVEN
■ RATED: 8/10
■ ISSUE: PSW #40
The third *Tenchu* in the series is a blast but it still suffers from ropey graphics.



DEUS EX
■ RATED: 9/10
■ ISSUE: PSW #28
Irritatingly jerky in places, but even that can't ruin this deep, dark and dangerous game.



FREQUENCY
■ RATED: 9/10
■ ISSUE: PSW #29
Rhythm-action with tunnels and various styles of throbbing tunes. The best of the musical bunch.

NEXT MONTH
SUN, SEA AND SMACKDOWN!



GOING ANYWHERE NICE THIS SUMMER?

MAKE SURE YOU DON'T MISS PSW. WE CAN'T
PROMISE SUN. WE CAN'T PROMISE SAND. BUT WE
CAN PROMISE THE HOTTEST NEW GAMES FIRST!

ON THE NEXT PSW DVD...

GRAN TURISMO 4 / RESIDENT EVIL ONLINE / WWE SMACKDOWN! 5 / TONY HAWK'S PRO SKATER 5 /
METAL GEAR SOLID 3 / THE LORD OF THE RINGS: RETURN OF THE KING / SSX3 AND MANY MORE!

ON SALE JUNE 5: IT'S GONNA BE ANOTHER SCORCHER!

CONTENT SUBJECT TO CHANGE WITHOUT NOTICE

top 10

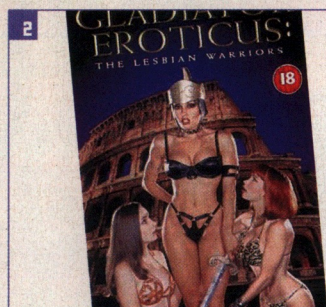
SOFTCORE MOVIE RIP-OFFS.
SADLY ROMANCING THE BONE
DIDN'T MAKE THE CUT.



1 LORD OF THE G-STRING: FEMALESHIP OF THE STRING

Seduction Cinema consistently do great work in this particular field, having taken a large number of big-budget Hollywood flicks round the back of the bingo hall for a good rogering, but *G-Strings* has to be its benchmark achievement. In it, a

Throbbit named Bildo Saggins journeys across Diddle Earth in a bid to destroy an all-powerful G-String, currently in the grip of the evil wizard Sorearse. Spectacular. ■ QUOTE: "Good against evil, big against small, beautiful against ugly."



2 GLADIATOR EROTICUS: THE LESBIAN WARRIORS

Eroticus, the most feared and least clothed lesbian warrior of all time, is joined by a veritable biology lesson of cheap innuendo (Dickus Minimus, Orgasmus, Slave Master Fellatio, Clitoris) as she attempts to break the chains of her bondage. Only once she's had a damn hard spanking, of course. ■ QUOTE: "She seduced an empire."



3 THE SEXY SIXTH SENSE

Instead of a whispering kid who can see dead people, here we have a groaning man who can see dead lesbians, which apparently is sexy and not creepy. Foxy shrink Dr Willes attempts to rid our hero of his softcore hallucinations, much to his disgust, but eventually gives up, unbuttons her blouse and bends over. ■ QUOTE: "The lesbians had been go-go dancers when they were of this world."



4 PLAYMATE OF THE APES

Spoof porn stalwart Misty Mundae takes on the Charlton Heston role in this topless jog through the original *Planet of the Apes*. The plot: three young girls are captured by a colony of simian savages, who force them to work in a strip bar. Sure, it's no *ET: The Extra Testicle*, but it's serviceable. If you enjoy the thought of monkey sex, that is. ■ QUOTE: "Show us your primates."



5 A CLOCKWORK ORGY

In which Alex, a female, initiates intercourse with first a tramp, then a gent in a wheelchair, then the tramp again before taking on all comers in the climatic final scene. *A Clockwork Orgy* is worth watching for the eponymous free-for-all alone, which passes by in a grotty haze of surprised expressions and antiseptic wipes. You'll feel unclean. ■ QUOTE: "Sex, droogs and rock 'n' roll."



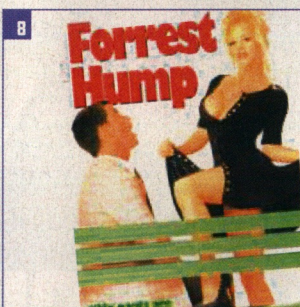
6 WHO WANTS TO BE AN EROTIC BILLIONAIRE?

If knowledge = power, then knowledge divided by the angle of curvature of Vivica Taylor's impossibly balloonish knockers = an hour and a bit of playful, mainstream lesbianism. For more on that see *WWTBAEB*, where answering trivia questions buys you contact time with delectable co-host Bambi. Brainy. ■ QUOTE: "Is that your final orgasm?"



7 BARE WENCH PROJECT

The PSW pick from a writhing mass of Blair Witch porn parodies (see also the *Erotic Witch Project*, *The Erotic Witch Project 2: The Book of Shagging and Witchbabe: The Erotic Witch Project 3*), *Bare Wench* plays its trump card early on when an unspoken plot contrivance forbids our four ample-chested dames from wearing bras. Marvellously fleshy. ■ QUOTE: "No map, no food, no clothes"



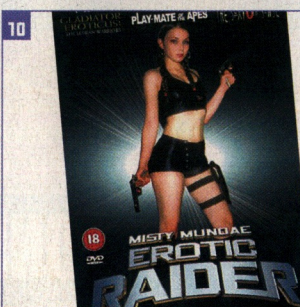
8 FORREST HUMPH

If you're repulsed by the thought of semi-retarded man-boy Forrest Gump being taught how to cup the balls of the prickly beast that is sexual intercourse, don't buy #8. Thankfully *Forrest Hump* isn't on general release. It's the kind of muck you really have to hunt for. ■ QUOTE: "My pants are like a box of chocolates – you never know what you're gonna get."



9 STAR WHORES

Perhaps the most tenuous entry to have soiled the back page of our upstanding magazine, *Star Whores* is based entirely around the misconception that girls in electric blue leotards touching each other is in some way futuristic. As you might expect, the results are about as erotic as fleetingly seeing up your girlfriend's grandmother's skirt. ■ QUOTE: "Hand solos ahoy!"



10 EROTIC RAIDER

Daring in a way that only a gently pornographic hybrid of *The Mummy* and *Tomb Raider* can be, *Erotic Raider* is nevertheless a disappointment on the scale of a last-minute announcement that *Robot Wars* has been cancelled due to the war in Iraq. Must try harder. And harder, oh yes, harder. Harder! Harder! ■ QUOTE: "Misty wastes no time in raiding her assistant's intimate parts."

**CALL ME 24/7,
I'VE GOT WHAT YOU NEED!**



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND
YOU'VE GOT THE CHEAT

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION 2

A = 01
Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Activision Anthology
Aero Elite: C. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Truck
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista
B = 02
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Battle Engine Aquila
Big Mutha Truckers
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Black and Bruised
Blade 2
Blood Omen 2
BloodRayne
Bloody Road 3
BMX XXX
Bombad Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact
C = 03
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Carl Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Clock Tower 3
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001

F1 Champ. Season 2000
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Fisherman's Challenge
Formula 1 2001
Formula 1 2002
Freekstyle
Frequency
Frontline (M. of Honor)
Fur Fighters
G = 07
G1 Jockey
Galerians: Ash
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradus 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
**Grand T Auto: Vice City
Grand Theft Auto 3**
Gravity Games
Green Rogue
Guilty Gear X
Guilty Gear X Plus
Guilty Gear X2
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave
H = 08
Hack (Dot)
Half Life
Harry Potter C. of Secrets
Haven: Call of the King
Headhunter
Heroes of Might & Magic
Hitman 2: Silent Assassin
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
I = 09
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Winter Sports 2002
ISS Pro Evolution
J = 10
J.Bond: Agent Under Fire
J.Cameron's Dark Angel
J.McGrath's S'cross World
J.Moseley's Mad Trix
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '01
Jurassic Park Op Genesis
Just Bring It
K = 11
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen

NHL 2001
NHL 2002
NHL 2003
Nightfire
No One Lives Forever
O = 15
Off Road Wide Open
Oni
Onimusha 2
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
Op. Genesis Jurassic Park
Operation Winback
Orphen
P = 16
Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Powerpuff Girls: Relish R.
Premier Manager 2002
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero
Pryzm: The Dark Unicorn
Q = 17
Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
R = 18
R Carmichael's MX 2002
Racer Revenge
Ratchet and Clank
Rayman 2
Rayman 3
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Red Faction 2
Reign Of Fire
Res.Evil: C Veronica X
Resident Evil: Dead Aim
Ridge Racer 5
Robot Wars
Robotech: Battlecry
Rocky
Run Like Hell
Rune: Viking Warlord
S = 19
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Scope
Silent Scope 2
Silent Scope 3
Simpsons' Skateboarding
Simpsons: Road Rage
Sims
Sky Odyssey
Sled Storm
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spiderman The Movie
Splashdown
Splinter Cell
SpongeBob S'Pants: RFD
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Ocean: End of Time
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Suikoden 3
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Swing Away Golf
Syberia
T = 20
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator: Dawn of Fate
The Bouncer
The Fellowship Of Ring
The Getaway
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom & Jerry: W.of Whisk.
Tom Clancy: Ghost Recon
Tom Clancy's Splinter Cell
Tomb Raider 4
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Track and Field
Transworld Surf
Triple Play Baseball
Turk: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger
U = 21
UEFA Champion League
Ult.FChamp: Throwdown
Ultraman Fighting Evo. 2
Unreal Tournament
V = 22
Vampire Night
Velocity X - Hot Wheels
Vexx
Vice City, G.T.A.
Victorious Boxers
Virtua Tennis 2
Volleyball Elite Force
V-Rally 3
W = 23
Wacky Races
War of the Monsters
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
Weakest Link
Wetrix 2
White Out
Who Wants 2BA Million.2
Wild Arms 3
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World Rally Champ.2 Ext.
Worms Blast
WRC: World Rally Champ
Wreckless: Yakuza Miss.
WW2: Prisoner of War
WWE Crush Hour
WWE Smackdown! J.B.I.
WWE Smackdown! S.Y.M.
WWE Smackdown! J.B.I.
X = 24
X-Men: Next Dimension
X-Squad
Xtreme G3
Y = 25
Yu-Gi-Oh! Duel Monst. 2
Z = 26
Zapper
Zone of Enders: 2nd Run.
Zone of the Enders
Zorro (Shadow Of)
0-9 = 27
007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades
Plus Many More...



Cheats & Walkthroughs also available for all these consoles.



CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW
09066 093 700

AGED UNDER 16, CALL THIS NUMBER
09066 096 460

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

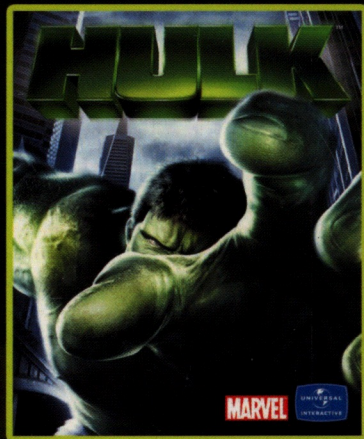
THE INCREDIBLE HULK and THE HULK interactive game are trademarks of Universal Interactive, Inc. Marvel, THE INCREDIBLE HULK, and all related comic book characters, THE HULK, are trademarks of Universal Studios. All rights reserved. Published and distributed by Universal Interactive, Inc. Universal, Universal Games, and the Universal Games logo are trademarks of Universal Studios, Inc. in the U.S. and/or other countries. The HULK, and the HULK logo are also registered trademarks or trademarks of Universal Studios, Inc. in the U.S. and/or other countries, and are used under license from Microsoft, Nintendo, PlayStation, and Game Boy Advance. All other trademarks and logos are the property of their respective owners.

HULK

UNLEASH THE FURY!

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his alter ego, The Hulk, battle The Leader, a terrifying villain intent on unleashing a relentless army of gamma creatures.

The Incredible Hulk also available on Game Boy Advance™



25 fully destructible and interactive environments — if you can see it, you can smash it.



Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.



45 devastating attacks to dispose of your enemies.



Outsmart your enemies as Dr. Bruce Banner using stealth and disguise.

PLAY THE GAME - SEE THE MOVIE



PlayStation 2

PC
CD



GAME BOY ADVANCE